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2142[™] BATTLEFIELD

REDEFINING BATTLEFIELD STRATEGY



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2142™ BATTLEFIELD

PRIMA Official Game Guide

Written by
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Prima Games

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David Knight has been an avid gamer since the days of the Atari 2600 and Commodore 64. His first foray into the gaming industry came in 1995, as a scenario designer for SSI's WWII strategy game *Steel Panthers*. As online gaming communities sprung up across the Web, David lent his enthusiasm and design skills to many fan sites. In 1998



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22ND-CENTURY WARFARE

THE FUTURE OF WAR

In 2106, the world froze. After a hundred years of debate and dissension, the world's governments were forced to face the reality of global warming—the next Ice Age had arrived.

As snow and storms swept down from the north, living space and resources were swallowed by the encroaching ice and a frantic battle for survival began across the globe. Small-scale conflicts bloomed into major confrontations, as desperate nations united to form new superpowers—the European-led EU forces and Russo-Asian PAC army. With the formation of these coalitions came the consolidation of brains and resources needed to develop deadly new battlefield technologies: the Titans, vast dreadnoughts with the colossal destructive power to dominate the skies, and lethal, armored battle walkers, designed to outpace and outgun infantry.

Now, in the year 2142, these advances have forever changed the face of war—but its purpose remains the same: absolute destruction of the enemy.

WHAT'S NEW?

Welcome to *Battlefield 2142*. With glaciers encroaching on much of Asia and Europe, the EU and PAC face off in epic battles, attempting to gain a foothold on the earth's remaining inhabitable land. But don't let the futuristic setting and new technologies intimidate you. The game plays much like its predecessors, allowing veterans from Wake Island, Khe Sahn, or Karkand to feel at home.

While the addictive *Battlefield* gameplay has remained untouched, there are many new features that affect tactics and strategy. Here are a few of the new additions you should familiarize yourself with before lacing up your boots:

- **Titan Mode:** Destroy the enemy's Titan before it destroys yours! Titan mode is a new, fast-paced game mode that takes teamwork to a whole new level.
- **Battle Walkers:** These massive mechanized walkers chew up infantry and armor at close range, but they're far from invincible. Exploit their weaknesses to blast them off the battlefield.
- **EMP Weapons:** Some infantry and vehicles are now equipped with EMP munitions that temporarily disable vehicles and scramble soldiers' HUDs. Use these weapons to even the odds when facing superior armor and firepower.
- **Unlocks & Kit Customization:** There are now a total of 40 unlocks! These are earned through promotions and allow players to customize their kits with new weapons and equipment, like the A12 Enforcer sentry gun or IT-33 optical camouflage.
- **Buddy List:** Find which servers your friends are playing on and join them or send them messages.

BFHQ

When you first start the game, you're prompted to create or retrieve an EA account. If you already have an EA account, simply enter the account name and password in the appropriate fields on the first screen to login. Otherwise, click "Create New Account."

Once you have logged into your EA account, you can create a soldier name by clicking "Create New Solider" on the Your Soldiers menu. All solider names must be unique, so you can't choose a name already in use by another player. However, you can have multiple soldiers per EA account, requiring only one login to select from your list of soldiers. New to *Battlefield 2142* is the "Clan Tag" option at the top of the soldier menu. If you're in a clan, simply type your clan tag (a maximum of eight characters) into this field and the tag will appear in front of your solider name in the game. This field can be changed whenever selecting a soldier, making it easy to edit or update clan affiliations for your various soldier profiles. Each soldier profile tracks all of your game play stats. These stats determine your rank as well as your eligibility for any rewards or kit unlocks when playing on ranked servers.

To take a look at your stats, click the *BFHQ* button in the main menu. The first section is *Your Stats*. Here you can get the basics, such as your career points, score, and time played, all shown in line graph. For more detailed information, click on the *Details* tab. The Details screen lists practically everything you've ever done in every online game you've played on ranked servers. Included are statistics on your most-played kits, vehicles, weapons, maps, and nationalities—it even logs, down to the second, how long you've played each! All your teamwork and combat stats are listed here, too.

The *Unlocks* screen is where you can browse player abilities, unlockable equipment for each kit, and squad leader unlocks. You can also select unlocks here by clicking a piece of equipment and pressing the *Choose Unlock* button in the bottom-left corner of the screen. But make your selection carefully. Unlocks are awarded with promotions, and they're not easily achieved after the first few ranks.

Next is the *Awards* screen, showing medals, badges, ribbons, and pins. In addition to seeing which awards you've earned, you can browse items you haven't earned yet. Click

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on the grayed-out awards to study the requirements. Many awards have multiple requirements, some of which you may have already fulfilled. Check up on the Awards section periodically to see how close you are to achieving new honors.

Last is the *Leaderboards* screen, where you can track your statistics against everyone else in the online community. You can sort data by scores, kits, vehicles, and even individual kit equipment. Click the button on the right side of the screen next to any player's name to bring up a new window showing the selected player's stats in a side-by-side comparison with yours.

BUDDY LIST

The buddy list, new to *Battlefield 2142*, allows you to send messages and find out which servers your friends are playing on. You can find this list in the bottom-left corner of the start screen after you log in. To add a friend to the buddy list, type the soldier's name in the *Search Buddy* field. Before you can add the name to your list, your friend must approve the request.

Once the names are added, you can see whether your friends are *Online* or *Offline*, indicated by the two list headers. If they're online, click the right arrow icon next to their names to open the server list, automatically identifying which servers your friends are playing on. Click the speech bubble icon next to a name to send that friend a message.

The buddy list is a great tool for clans and individual players because they broaden the sense of community. If you find a good group of players who work together, add them to your buddy list and replicate your success in future battles.

Battlefield 2 Veteran Program

Before *Battlefield 2142* was released, veterans were allowed to reserve their *Battlefield 2* soldier name at the official *Battlefield* Web site. By registering the name early, they gained access to a new verbal taunt when playing *Battlefield 2*. Plus, upon starting *Battlefield 2142* veterans receive an automatic promotion and unlock.

In-game, these players have a "2" icon next to their names, indicating they're veterans. Be careful around these guys, because they know what they're doing—and we don't take kindly to know-it-all noobs!

MOVEMENT FUNDAMENTALS

Moving your soldier around the battlefield is simple, especially if you've played the earlier installments or any other first-person shooter. The standard combination of keyboard and mouse controls allow for quick and precise movement. All movement is

controlled by your left hand, using **W** to move forward, **S** to move backward, and **A** and **D** to strafe left and right.



Jumping is achieved by pressing **Spacebar**, and is useful for hopping over short barriers like sandbags and low walls. The mouse is used to change directional facing, as well as to aim and fire weapons. It's possible, using the mouse and strafe keys, to move laterally in one direction while aiming in a different direction. This form of strafing is useful in close-combat situations because it helps you evade incoming fire.

NOTE

It's possible to move while peering through your weapon's iron sight or scope, but your movement is reduced to a slow walk.

In addition to standing upright, your soldier can also crouch (**Ctrl**) or drop prone (**Z**). While crouched, your soldier can duck behind low objects for cover. It's possible to move while crouched, but speed is reduced. Dropping prone is the best way to stay out of sight and 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 form of movement. Recon troops equipped with sniper rifles should always stay as low as possible to avoid being detected. The crouched and prone stances also improve the accuracy of firearms. We'll discuss the importance of these stances a bit more in the "Weapons Training" section, later in this chapter.

CAUTION

Be careful where you take cover. High-caliber rounds can penetrate light objects like flimsy sheets of metal. For the best protection, take cover behind heavy, solid objects of concrete or stone.

SPRINTING

As in *Battlefield 2*, the sprinting function allows your soldier to run at high speed by either holding down **Shift** while moving forward or by simply double-tapping **W**. Sprinting can make your soldier a bit tougher to hit, especially if an enemy sniper has



you in his sights. It also increases the distance your soldier can jump, so get a running start before leaping across large gaps. While sprinting, your soldier won't be able to fire a weapon, but can reload it.

Each soldier has a sprint meter, just below the health meter. The meter drops every time the soldier sprints (or jumps) and does not regenerate until the soldier stops to rest. Soldiers equipped with heavy body armor (the default) have shorter sprint durations due to the weight of their gear.

TIP

When descending a ladder, hold down **Shift** to slide quickly down the rails.

SWIMMING



If you find yourself in deep water, you can swim using the forward and backward movement keys—you can't strafe. While swimming, you cannot access your kit's weapons. You can sprint, however, which allows you to swim to

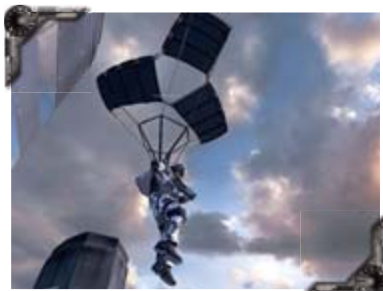
shore faster. Avoid swimming whenever possible, because it leaves you out in the open with no way to defend yourself. If you must cross a river or other body of water, look for shallow areas.

TIP

Battle walkers can cross deep spans of water without taking damage. In maps like Tunis Harbor, swimming infantry and battle walkers can use their aquatic abilities to attack from unexpected directions.

PARACHUTING

Assault pods are now used when ejecting from an aircraft, but parachutes are still available to all infantry, and are useful when hopping off tall buildings or other high structures. Avoid cratering into the ground by deploying your parachute with **[Spacebar]**.



During the descent, steer the parachute by using the strafe keys (**[A]** and **[D]**) to turn left and right. Press **[S]** to cause the parachute to flare, reducing forward momentum. You can use your troop kit's weapons while drifting downward, but your accuracy won't be that great. At high altitudes, try dropping grenades or demo packs on enemy infantry below, but make sure they explode long before you reach the ground.

Parachutes can be used multiple times, so don't worry if it takes a few jumps to descend a deep canyon or multi-tiered structure. The longer you're in the air, though, the more attention you're likely to attract. For this reason, freefall as long as possible and open the parachute just before you reach the ground. This is a great way to sneak into enemy-held control points.

NAVIGATION

Regardless of map size, you need some rudimentary navigational skills to find your way around. First, there's a mini-map in the upper right-hand corner of the screen. At the center of the map is a yellow vector. You are always in the center of the mini-map and the vector shows which way you are facing, with north at the top of the mini-map. The mini-map lets you see your surroundings, the location of control points, and any nearby friendly troops. Your troops appear as blue, squad members are dark green, and enemy units appear as red—no matter whether you are playing as the EU or PAC.



Squad leader orders show up on the map as icons—these same icons are superimposed on the HUD, showing you where the squad leader wants you to go. You can cycle through three zoom levels for the mini-map by pressing **[N]**. For an expanded view of the map, press **[M]**. This shows you the whole battlefield and the position of all your friendly units.

Pressing **[N]** cycles through zoom levels for this larger map. Use the larger map to check the overall status of the battle. The fog of war is in effect on all the maps, so you will not see the location of enemies unless they are detected by a UAV or NetBat™ device, or their position is relayed through the Network Battlefield System.

Unoccupied vehicles, commander's stations, and AA turrets appear as gray icons; railguns are black. You can also toggle flag icons to appear on your HUD to show you the direction to and distance of the control points and silos. Press **[Alt]** to toggle these icons on and off as needed.

WEAPONS TRAINING

For the most part, the weapons in *Battlefield 2142* function the same way as they did in the previous games. But there are some slight variations worth taking note of. Let's take a brief look at each weapon type.

KNIFE



Knife combat is more pronounced in *Battlefield 2142* than in the earlier games. Scoring a knife kill allows you to take your victim's dog tags as a trophy. All collected dog tags are visible within BFHQ, displaying your

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proficiency with the knife. Your own dog tags may appear in the collections of other players too, assuming they've been lucky enough to stab you.

As usual, the knife kills in one hit, but can be used only at extremely close range, so use it sparingly, preferably when your intended victim hasn't spotted you. Try rushing in close for a quick stab when your opponent is attempting to reload a firearm. It works best, however, when sneaking up behind enemies for a quick, stealthy kill. Use the new active camouflage unlock to sneak around enemies, then equip your knife when directly behind them.

The idea of a knife fight may seem 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. If holding a knife, look for your own opportunities to strike, lunging forward to stab and immediately stepping back to avoid the inevitable counterthrust.

Depending on the skill of the combatants, knife fights can last anywhere from a couple of seconds to more than a minute. But you're better off blasting knife attackers with your firearm. You'll have plenty of opportunities to score easy kills on opponents hungry for dog tags.

FIREARMS



A number of firearms are available to infantry, and they all function similarly. Aiming your weapon is as simple as moving the mouse. Place the aim reticle over your target and click the left mouse button to fire. For more precise aim and

accuracy, click the right mouse button to switch to the weapon's sight view. If the firearm is equipped with a scope, this brings up the scope's view.

Most of the weapons are equipped with a magnified red-dot sight. Simply place the dot over the target and fire. On the pistols, the rear and front sighting apertures are automatically aligned, so all you have to do is place the tip of the front sight post over your target and fire. If you hit an enemy, the aiming reticle will "bloom" subtly. Use this hit information to place your following rounds in approximately the same area.

Hit Boxes & Damage

Hit Box	Heavy Body Armor	Light Body Armor
Head	2X Damage	2X Damage
Torso	-30% Damage	Standard Damage
Limbs	1/2 Damage	1/2 Damage

Each soldier has three general hit boxes, each registering different damage when struck by a bullet. Scoring a head shot does the most damage, but an opponent's head is much smaller than his torso and difficult to hit unless using a sniper rifle. For best results, aim for center mass, at an opponent's torso. This does substantial damage. It's the largest hit box, making it easier to hit, but it's also the only hit box protected by heavy body armor, reducing the damage of each bullet strike by 30 percent.

Arms and legs register damage too, but single hits to these non-critical areas are never life-threatening. Multiple hits add up, though, so don't shy away from unloading a magazine into an opponent's foot if it's all you can see. For detailed information on weapon damage, including stats for each firearm, see the next chapter.



Snipers do not have a crosshairs icon on their HUD when their sniper rifle is selected, and cannot accurately aim their weapon until they peer through the scope view by right-clicking. This can be inconvenient and dangerous when engaging enemies at close range, as the magnification of the scope can be disorienting and peripheral vision is reduced. Snipers should move around with their pistols drawn, using the sniper rifle only when they find a good hiding spot.

Some of the weapons in the game have two separate firing modes: automatic and semiautomatic. You can toggle the firing modes by pressing **[3]**, the same key used to select a kit's primary weapon. The selected fire mode is indicated by the bullet icons above the ammo meter—one bullet indicates semi auto and five bullets represent full auto. Automatic fire is useful in close-range engagements when accuracy takes a backseat to rate of fire. But consider switching to semiautomatic when engaging distant targets or when you simply need to conserve ammo.

Accuracy

Firearm accuracy is affected primarily by movement and stance. While moving, watch the aiming reticle increase in size, indicating a reduction in accuracy. But when you halt movement, the reticle shrinks, representing a more

stable firing position. Clearly, it's better to fire from stationary positions whenever possible. Accuracy can be increased even more by crouching or dropping prone.

Crouched firing is the most practical of the two stances, particularly when on the move. Make a habit of dropping to one knee before squeezing off a few rounds. To fully maximize your weapon's accuracy, drop prone and zoom in. This combination is the most stable and accurate firing position.



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Support troops will benefit most from firing in a prone position, because it helps stabilize their cumbersome light machine guns. Unlike early-model machine guns, the new light and heavy machine guns' accuracy increases the longer they fire. They're still prone to muzzle climb (caused by recoil) and overheating, so don't get carried away.

TIP

A temporary accuracy penalty is applied whenever you drop prone, indicated by the wide aiming reticule. So wait a second or two for your sights to settle before opening fire. No accuracy penalty is applied when crouching.

Reloading



Once you've expended the ammunition from a magazine, you must reload before firing can resume. If the *Auto Reload* function is checked in the Options menu, reloading occurs automatically every time a magazine runs dry. But it's better to

reload the weapon yourself by pressing **[R]**. You want a full magazine at all times, because you never know when you'll need every last round.

But you also need to conserve ammunition, unless a support soldier or supply crate is nearby to keep you stocked. As a rule, reload your weapon once the magazine reaches the half-capacity mark. You can monitor how much ammo is left in a magazine by glancing at the ammo meter in the bottom right-hand corner of the screen.

SPECIALIZED WEAPONS

Grenades



No grenades are immediately available to infantry in *Battlefield 2142*. These weapons must be earned through the unlock system. There are a couple of ways to throw a grenade. The most common option is to click the left mouse button. This causes

the grenade to be thrown at full strength. But by clicking the right mouse button and holding it down, you can specify how hard a grenade is thrown—the longer you hold down the right mouse button, the harder the grenade is thrown. The grenade is held until the right mouse button is released—don't worry, it won't detonate in your hand.

Specifying the strength of a throw is useful when you want to drop a grenade from a high elevation or roll it down an incline. The FRG-1 fragmentation grenade from the assault kit has a four-second fuse, and it will bounce and roll around until it eventually explodes. The support kit's EMP grenades and the assault kit's smoke grenades detonate on impact, however. Throw these grenades directly at the target you wish to disable or obscure with smoke.

Guided Missiles



The guided missiles carried by the engineers function identically to the anti-tank kit's wire-guided missiles from *Battlefield 2*. You peer through the missile launcher's scope, just as you would a sniper rifle, but the results are much more explosive.

Right-click to bring up the weapon's magnified scope view. Once you spot a target, click and hold down the left mouse button to launch the missile. While holding down the left mouse button, you can steer the missile toward the target by moving the mouse in any direction—the missile goes wherever you aim. To maximize damage, target the rear armor of tanks or the legs of battle walkers. When engaging vehicles at long range, aim and fire the missile above the target to avoid giving a launch warning. As the missile gets closer, tilt the sight down to bring the missile crashing down on top of the target.

GAME MODES

CONQUEST

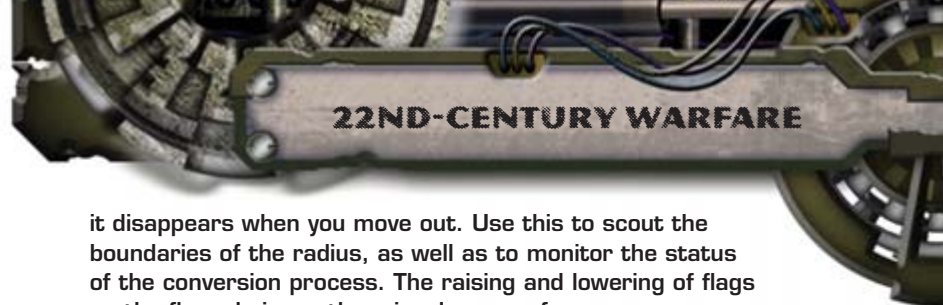
Conquest functions the same as it did in *Battlefield 2*, requiring teams to capture and defend control points while depleting the opponents' ticket count.

Spawn Screen



This is where you select or customize your kit and choose your spawn point. Spawn points are represented by white dots on the map and are usually located next to control points, silos, or bases. Squad leaders can also act as spawn points for their squad,

or they can place spawn beacons, which show up as green dots on the map. Access the spawn screen at any time during the game by pressing **[Enter]**.



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Tickets



Tickets represent the number of reinforcements your team has at any given time. These fluctuating numbers are prominently displayed in the top-center of the screen. Every time a teammate dies, one ticket is subtracted

from your team's total count. The side with tickets at the end of the game wins; the side with no tickets loses. An assault soldier with a defibrillator can prevent ticket loss by reviving wounded teammates.

Tickets can also be drained by holding a majority of flags. But these methods vary based on the type of battle. For more information on bleeding enemy tickets, see the "Game Types" section, later in this chapter.

Control Points



Control points 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 expand the map view

by pressing [M]. On the map, the control points are marked by small flag icons indicating location as well as the point's current state. When a control point is held by your team, your nationality's flag will appear here, and vice versa if your opponent controls it.

Control points can also be neutral, represented by a gray flag icon on the map. In addition to being spawn points, most control points produce vehicles and stationary weapons when captured. The types and number of assets produced by a control point vary based on the map size and nationality of the occupier.

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 top of the screen any time 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 to monitor the status of the conversion process. The raising and lowering of flags on the flagpole is another visual gauge of progress.

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. But only one player in a vehicle can convert a flag, so order all other passengers to get out, so as to expedite the process.

Game Types

The popular Conquest battles return in *Battlefield 2142*. There are three different battle types, each with its own rules and victory conditions.

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. Bleeding the opposing side's tickets is possible by holding more than half of the map's control points, bases included. For example, if there are five control points, a team must control three to bleed its enemy's ticket count. The bases cannot be captured, so each side will always have at least one spawn point.

Most of the 16-player maps are Double Assault battles, usually consisting of no more than four control points. On these maps, each side begins with one control point. As in Head-On battles, a ticket drain can be initiated on the opposing team by controlling more than half of the map's control points. To achieve a quick victory, capture all of the control points, denying the opposing team a spawn point.

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. It's the attackers' job to capture all of the control points on the map, preventing the defenders from spawning new troops.

The attacker begins the battle with more tickets than the defender, but a ticket drain is in effect till the attacker captures and holds at least one of the defender's control points. The defender's tickets cannot be drained unless it loses all of the control points.

TITAN MODE

Titan is the new gaming mode, pitting the EU Titan versus the PAC Titan. The Titans are giant airships, resembling flying aircraft carriers. Each Titan has a spawn point and a hangar capable of spawning one gunship and two air transports. Each team also has a ground base capable of spawning a variety of ground vehicles. The only way to win in this mode is by destroying the enemy's Titan—there are no tickets.



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While the rules are straightforward, the gameplay is extremely fast-paced and complex, requiring a heightened degree of teamwork and situational awareness. Each round of Titan is broken down into these two phases:

Silo Capture & Defense



Each map has five neutral silo sites. These silos fire missiles capable of knocking out the Titan's shields and damaging its hull. Silos are captured just like control points in Conquest mode. But they have a much tighter capture radius,

requiring both infantry and vehicles to cluster closely around the silo. Once captured, the silo automatically fires a missile at the enemy Titan. Subsequent missiles are fired every two minutes, assuming the silo is still under the same team's control. Missiles cannot be shot down or intercepted in any way. Once launched, there's no way to stop them.

Each fired missile damages a Titan's shields, which are eventually dropped. The more silos a team holds, the quicker that team can drop the shields of the enemy Titan, paving the way for an interior assault.

Titan Takedown



Once its shields are down, there are two ways to destroy a Titan. It can be further damaged and even destroyed by missiles fired from the silos or other explosive munitions fired against its hull. However, the Titan's hull is very

thick, and can withstand heavy punishment. It's often much quicker to destroy the Titan from within by knocking out its reactor core.

The first step of a Titan assault is getting infantry onboard. Use air units or the APC pod launchers to drop infantry onto the Titan. Don't expect to knock out the Titan with one quick raid. Keep up the pressure by providing onboard spawn points. Squad leaders are the best option, using their own spawn point or the new SLSB spawn beacon. Squad members can then choose to spawn on their squad leader or the deployed spawn beacon. Air transports landed on the Titan can be also be used as spawn points, at least till they're destroyed.

Inside the Titan, the team must destroy four control panels to unlock the reactor core. These panels are located in four narrow corridors on the port and starboard sides of the Titan. The lower control panels, 1 and 2, extend shield barriers in the upper corridors, blocking access to Panels 3 and 4, respectively. So Panels 1 and 2 must be destroyed first. Blast the control panels with RDX, rockets, or even small-arms fire—the support kit's light machine gun is the most effective of the firearms.



Destroying the control panels causes the fore and aft doors of the central reactor room to blow open. Once again, use explosives or gunfire to destroy the reactor core—shoot directly into the colored arc of energy to register damage. After it sustains heavy damage, the core goes critical, shooting arcs of energy about the room. This is your exit cue. When the core goes critical, you have 20 seconds to get off the Titan before it explodes.

Run out through the Titan's rear entrances and simply jump off, deploying your parachute as the Titan ruptures above.

Titan Corridor Defense

Drop a sentry gun down the corridor, 10–15 meters back from the doorway. This forces enemy soldiers to commit to entering the corridor before the sentry gun opens fire, catching them in the open and doing more damage. It also creates a scenario where the enemy troops have to expose themselves to fire to take the sentry out. So, if they charge the turret as a group, you can be waiting in the hallway with your shotgun.

—Andrew "Abyss" Stouppé

SCORING



As in the previous installment, in *Battlefield 2142* you get credit for just about everything you do on ranked servers. While you're still likely to make a majority of your points through kills, you can boost your score by

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healing/reviving, repairing, and supplying. There are also points awarded for kill assists and driver assists, when your actions contribute to a kill. But you can also lose points by accidentally killing teammates. So it's important to watch your fire, lest your score suffer. For a more details on scoring, take a look at the scoring breakdowns in the following tables.

Player Scoring

Action	Points
Flag/Silo Capture (1st player in radius)	2
Flag/Silo Capture Assist (2nd and following players entering radius)	1
Flag/Silo Defense (kills within radius)	1
Neutralize Flag/Silo (applied to all teammates within radius)	1
Kill	1
Team Kill	-3
Team Damage (>50% damage)	-1
Team Vehicle Damage (>50% damage)	-1
Destroy Enemy Commander Station	1
Assisting From Vehicle (passengers mounted on guns)	0.5
Disable Vehicle (EMP)	0.5
Titan Component Destruction	2
Titan Weapon Destroyed	2
Titan Attack Bonus (kills on enemy Titan added to the kill score)	1
Titan Airdrop (for each player dropped from an air vehicle on an enemy Titan)	1
Titan Defense Bonus (kills on friendly Titan added to the kill score)	1
Suicide	-2

Teamwork Scoring

Action	Points
Heal	1
Revive	1
Repair (friendly vehicles with >50% damage)	1
Repair Commander Station	1
Resupply	1
Repair Fixed Ground Weapon (Turret)	1
Repair Titan Guns	1
Kill Assist (>50% damage prior to other player's kill)	0.5
Vehicle Kill Assist (for each player inside a vehicle if damage >50%)	0.5
Driver Assist (driver bonus point for kills scored by passengers)	0.5

NOTE

For information on field upgrades and squad points, see the "Team Play" chapter.

SCOREBOARD



You can access the scoreboard at any time during gameplay by pressing and holding **[Tab]**. There are four different sections of the scoreboard, the first being the *Players* tab. Here you'll see two lists, side by side, detailing the scores of every

player in the game—players with the highest scores are at the top. The scoreboard tracks five separate statistics, indicated by the columns to the right of each player's name. These columns are topped by a different icon:

Trophy Icon: This is your overall score, taking into account all actions.

Men Icon: This is your teamwork score. Any points earned by providing team support are listed here. Points deducted for team kills show up here, too.

Crosshairs Icon: The number of kills you've scored.

Skull Icon: All of your deaths are tracked in this column. Deaths have no impact on your total score, but may affect your eligibility for certain awards.

Computers Icon: Your ping. A low number (100 or less) indicates a good connection and is less likely to result in lagged gameplay. If this number is high (200 or more) consider finding a different server.

The scoreboard has two more tabs that can be accessed by right-clicking to activate the cursor—you still need to hold down **[Tab]** to keep the scoreboard open. Under the scoreboard's *Squads* tab you can view the scoring status of each squad on your team. In addition to individual scores, each squad's total points are also tabulated, making it easy to see which squads are effective and which aren't.

The *Manage* tab is where you can mute a teammate's VoIP chatter as well as initiate votes to kick a player off. If a player is racking up team kills or just being a pain, consider voting that player off. Simply check the *Kick Vote* box next to the player's name in the list. This initiates a vote, allowing all players to decide the fate of the problem player. A majority of players must agree to kick a player. When prompted to vote, press **[Pg Up]** to vote yes, or **[Pg Dn]** to vote no.

Use this screen to invite players to your buddy list, too, allowing you to find them on different servers in the future.

Access the *Server* tab to get the server's IP as well as initiate a vote to change maps. Voting for new maps works the same way as voting a player off—a majority in favor is needed to succeed. At the top of the Manage screen, click on the *Map Vote* pull-down menu. Here you can select from a list of maps available on the server.

PERSISTENCE



By playing *Battlefield 2142* on ranked servers, you're eligible for new ranks and awards. These achievements are based on your overall performance on the battlefield. The points awarded in each round are applied to your

score. This value represents each point earned through kills, teamwork, flag captures, and so forth. This score is amended after each round and plays a large role in determining rank, especially at the beginning.

The number of medals, badges, and pins earned make up your *Experience*. Some of the higher ranks require a certain number of awards, so don't neglect this aspect. Awards are earned through completing various tasks. Check the *Awards* section of the BFHQ to see the awards you've achieved, and the ones you're close to earning.

The combination of your score and Experience make up your *Career Points*, which ultimately determine your rank. Promotions in rank are the only way to earn unlocks, so keep moving up the ranks to gain access to new equipment. Study the rank and award requirements in the charts at the back of this guide.

EXTENDED PLAY

Battlefield 2 and its predecessors generated an enthusiastic gaming community, 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*. So even when you're not playing the game, there's plenty of information and resources to keep you busy. Hit the forums and help other players out, or share some footage shot on the *Battle Recorder*. Community involvement is almost as addictive as playing the game.

BATTLE RECORDER

If you've been playing these games for any period of time, there's a good chance you have a *Battlefield* story. You know, like the time you saved your team from total defeat by ditching your plane and capturing an undefended control point. Instead of just bragging to your friends about your incredible skills, you can back it up with footage, thanks to the *Battle Recorder* function, under the *Community* menu.

With this server side option, individual rounds are recorded to a file and saved to a URL where they can be downloaded by participants. After completing a gaming session, click on the Community tab in the main menu. Under the Battle Recorder tab is a list of URLs allowing you to download files of the game rounds you've played.

Files downloaded here will be saved to the `My Documents\Battlefield 2142\Profiles\Default\Demos` directory. Once downloaded, these files can be played back and shared with other players. But download them before they're overwritten by the server, which usually will store only about 30 recordings at a time.

To play a recorded file, select it from the *Battle Recorder Library* list on the right side of the screen. During playback, use the number keys to control the speed of playback. If you prefer to follow individual players, press `[Spacebar]` to toggle through all of the participants, using the mouse to move the camera around and the mouse wheel (or `[W]` and `[A]`) to zoom in and out.

You can also enter free-cam mode by right-clicking the mouse. This allows you to fly through the battle using the standard movement keys. In addition to providing proof of your prowess on the battlefield, the Battle Recorder is a great tool for reviewing team strategies, helping determine what worked and what didn't.

MODS

Mods, or modifications, is a term used to describe user-created content. Using the *Battlefield* engine and basic gameplay fundamentals, users design their own maps, vehicles, and weapons, making for entirely new gaming experiences. Given the game's worldwide following, the number of mods under development for *Battlefield 2* grows almost daily. The variety of mods is also impressive, ranging from historical to sci-fi.

The best thing about mods is that they're free! As long as you have *Battlefield 2142* (and the appropriate updates) you can download mods and play them immediately. To activate a mod, click the Community button on the main menu, then click on the *Custom Games* button. This opens a new screen allowing you to choose from a list of installed mods. Select the mod you want to play from the list on the left side of the screen, then click the *Activate* button in the bottom-right corner to load the mod.

ONLINE RESOURCES

Official Battlefield Web Site

<http://battlefield.ea.com>

This should be your first stop for community updates, patches, and other official add-ons. You can also sign up for a newsletter.

Planet Battlefield

<http://planetbattlefield.gamespy.com>

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

Total BF2142

<http://www.totalbf2142.com>

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

INFANTRY

In *Battlefield 2142*, infantry is more powerful than ever. But there's still a delicate balance at play, with each kit possessing its own set of strengths and weaknesses. The trademark *Battlefield* balance ensures that no kit dominates. There's a time and a place for each, and it's up to you to choose which tools are best for each situation. Use this chapter to help make those key decisions before gearing up or spending your hard-earned unlocks.

BODY ARMOR

Both heavy and light body armor are available to each troop kit in the customization screen. Light body armor provides the least protection, but allows for longer sprint durations and quicker stamina regeneration. Heavy body armor, the default, reduces damage from small-arms fire to the torso by 20 percent but slows the wearer down, decreasing sprint durations and increasing recovery time. Before spawning in, choose the right set of body armor for the task at hand. If serving as a sniper or commando, spawn in with light body armor. But when you're hitting the front lines, always go with heavy body armor.

Action	Heavy Body Armor	Light Body Armor
Sprint Time	8 sec.	12 sec.
Sprint Recharge	24 sec.	17 sec.
Jump Stamina Loss	25%	15%

WEAPON DAMAGE

Each time a bullet is fired from a weapon, its velocity reduces over distance, causing less damage upon impact. The *Maximum Damage* value represents the optimal damage caused by each round. The bullet or projectile will cause this damage within a predetermined range—indicated by the *Start* column in the table. After reaching that range, the bullet rapidly loses speed, causing its damage value to decrease. This value continues decreasing over distance until it reaches the *Minimum Damage* range—indicated by the *End* column in the table. At this point, the projectile inflicts the same damage regardless of how much further it travels. For example, a SCAR 11 round will cause 29 points of damage when hitting a target within a range of 35 meters. But beyond that range the damage value decreases, bottoming out at 20 points once passing 65 meters. Rounds fired by sniper rifles are not subject to reductions in damage—these bullets do heavy damage at any range.

The damage values in this chapter (and table below) are based on torso shots against light body armor. Hits against heavy body armor (torso only) are reduced by approximately 30 percent. Head shots cause twice the max/min damage. Hitting an opponent's limbs (arms and legs) cause half the max/min damage.

Firearm Comparison Chart

Weapon	Kit/Unlock	Mag. Capacity	Max. Damage	Min. Damage	Start (meters)	End (meters)	ROF
Morretti SR4 Sniper	EU Recon	5	80	80	—	—	—
Park S2 Sniper	PAC Recon	5	80	80	—	—	—
Zeller-H Sniper	Recon Unlock	3	90	90	—	—	—
Lambert Carbine	Recon Unlock	30	25	16	25	55	600
SCAR 11 AR	EU Assault	30	29	20	35	65	600
Krylov FA-37 AR	PAC Assault	30	27	20	35	70	900
Herzog AR Shotgun	Assault Unlock	3	10x12	2x12	10	35	—
Baur H-AR	Assault Unlock	20	31	22	40	70	600
Voss L-AR	Assault Unlock	40	25	20	40	65	900
Turcotte Rapid SMG	EU Engineer	26	28	10	13	36	600
Malkov RK-11 SMG	PAC Engineer	30	26	10	12	35	600
Bianchi LMG	EU Support	150	21	14	30	70	900
Shuko LMG	PAC Support	200	20	14	30	70	900
Ganz HMG	Support Unlock	120	22	18	15	60	600
Clark 15B Shotgun	Support Unlock	7	12x12	4x12	12	35	—
P33 Pereira Pistol	EU standard-issue	10	31	8	8	30	—
Takao T20 Pistol	PAC standard-issue	15	26	8	12	30	—

NOTE

The Herzog AR Shotgun and Clark 15B Shotgun fire 12 buckshot-like sub-munitions with each trigger pull. If all projectiles hit the target at close range, they inflict heavy damage. But due to the spread of the buckshot, these weapons are most accurate (and lethal) within 10–12 meters.

RECON



Strong Against: Infantry (long range), Commander Stations
Weak Against: Infantry (close range)

Combining the destructive power of Special Forces staples such as DemoPaks and rapid-fire weaponry with a range of immaculate sniper rifles and enhancements, the complete Recon kit offers a tactical edge—all wrapped up with the latest camouflage technology.



EU RECON

EU Recon Kit

Key	Weapon/Item	Magazine Capacity	Ammo Count
1	BJ-2 Combat Knife	—	—
2	P33 Pereira Pistol	10	60
3	Morretti SR4 Sniper	5	35

Primary Weapon: Morretti SR4 Sniper

The Morretti SR4 (Sniper Rifle 4) is a next generation sniping medium utilizing a semiautomatic configuration, high-caliber round, and telescopic sight to effectively assail medium- and long-range targets. The rifle is fitted with a carbonized metal barrel to decrease thermal distortion, ensuring maximum accuracy, although the high caliber generates significant recoil, requiring a non-repetitive, one shot/one kill approach.



Max. Damage: 80 (any range)
Min. Damage: 80 (any range)
Rate of Fire: N/A
Accuracy: High
Magazine Capacity: 5
Fire Modes: Semi Auto



PAC RECON

PAC Recon Kit

Key	Weapon/Item	Magazine Capacity	Ammo Count
1	BJ-2 Combat Knife	—	—
2	Takao T20 Pistol	15	60
3	Park 52 Sniper	5	35



Primary Weapon: Park 52 Sniper

Firing a custom-designed, 14mm flechette round, the Park 52 Sniper Rifle provides an equivalent level of force and precision as the EU Morretti SR4 without the cumbersome design factors. Fabricated using the latest metallurgic technologies, the lightweight Park 52 counters accuracy-hampering movement through a shock-resistant, plastic steel barrel bedding. A high-magnification scope allows the sniper a long-range visual field, which can be upgraded through the DysTek Hi-Scope X4.



Max. Damage: 80 (any range)
Min. Damage: 80 (any range)
Rate of Fire: N/A
Accuracy: High
Magazine Capacity: 5
Fire Modes: Semi Auto



RECON UNLOCKS: BRANCH A

Unlock 1: APM

The APM (Anti Personnel Mine) is a directional fragmentation mine generating a fan-shaped explosion pattern. The mine is highly lethal to infantry who approach its front at speed, though it can be defused or circumvented by careful soldiers.



Since the APM is a directional mine, place it facing toward the threat. As long as you stay behind it, it won't explode. You can move in front of the mine, but only slowly—crouched movement is safest. The mine doesn't distinguish between friend and foe, so avoid placing it near control

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points or silos where your teammates may set it off. Instead, drop it near your blind spots when sniping to take out opponents eager to take your dog tags.

Unlock 2: DysTek Hi-Scope X4

DysTek Hi-Scope X4 is an enhanced accuracy optical system utilizing an upgraded electronics and sensor package to provide the user with a greatly enhanced zoom level and the ability to set its zoom level.



If you're into sniping, this unlock is a must. When equipped, zoom in and use the mouse wheel to adjust the scope's magnification. This allows you to score head shots at great distances. However, at maximum zoom, vertical scope drift is more pronounced. To dampen this effect, use this unlock in conjunction with the Gruber 5 stabilizer.

Unlock 3: Gruber 5 Stabilizer

Utilizing a movement compensation sensor to grant temporary rifle stability, the Gruber 5 Scope Stabilizer System facilitates target acquisition. The Gruber's power supply allows for nearly limitless repeat uses of the system, though the power levels demanded by the system require a significant recharge period between uses.



This unlock eliminates scope drift for approximately two to three seconds, just long enough to get off a shot. Start by lining up a target in the scope, then hold down the sprint key (default left **Shift**) to steady the crosshairs over the target. Fire while the scope is steady to score a direct hit. It takes approximately 6 seconds for the stabilizer to regenerate, so make the shot count.

NOTE

The DysTek Hi-Scope X4 and Gruber 5 stabilizer work only with the sniper rifles. They have no impact on the Lambert carbine.



Unlock 4: Zeller-H Advanced Sniper Rifle

A significant upgrade from the Morretti SR4 and Park 52 Sniper Rifles, the Zeller-H Advanced Sniper Rifle features state-of-the-art targeting precision, resulting from a series of enhancements including computerized stabilization and advanced muzzle-brakes for recoil dampening. The Zeller-H's higher caliber ammunition gives this anti-material sniper rifle a highly enhanced stopping power, especially against lightly armored targets.

Max. Damage:	90 [any range]
Min. Damage:	90 [any range]
Rate of Fire:	N/A
Accuracy:	High
Magazine Capacity:	3
Fire Modes:	Single Shot



The Zeller-H is the most powerful rifle in the game. It's also the only weapon capable of detonating mines and other explosives. Use it during vehicle advances, watching narrow choke points from a distance to knock out booby traps. The downside to this rifle is its three-round magazine capacity and lengthy reload time, which limit its effectiveness to long-range duty. For best results, bring along the DysTek Hi-Scope X4 and Gruber 5 stabilizer when equipping this rifle, and stay clear of high-traffic areas.

RECON UNLOCKS: BRANCH B

Unlock 1: RDX DemoPak

Similar to its predecessor, C4, RDX DemoPak is a remotely detonated, plastic-bonded chemical explosive. The RDX is infused with a highly stable high explosive chemical compound, PNC (polyethyl nitrate cyclobutane), increasing its optimum effective explosive output.



Unlocking the RDX DemoPak is the first step in transforming the recon kit into a competent special ops kit. These work just like the C4 charges in *Battlefield 2*. Left-click to toss these explosives, and right-click to equip the detonator. A maximum of five charges can be placed at any given time. They're great for taking out commander stations or knocking out a Titan's consoles and reactor.



Unlock 2: NetBat™ Fade Delay

Part of the 3.0 update to the Network Battlefield System, the new Fade Delay nano-mod interfaces with existing modules to enhance their performance. The target acquisition algorithm provides longer on-mark feedback allowing soldiers employing the system to track their targets for longer. As with the other NetBat™ nano-mods, the information is both uplinkable and downlinkable to all soldiers who are plugged into the squad's battle network.

This device keeps enemy target icons on the HUD longer, even if nobody in the squad is actively acquiring the target. Like all NetBat™ upgrades, this is most effective when attacking or defending a Titan, where enemies are likely to duck out of sight. If the target isn't reacquired (through line of sight) within a few seconds, the target icon eventually disappears—but the enemy doesn't.

Unlock 3: IT-33 Optical Camouflage

Mimicking ambient light and background texture patterns through a microprocessor-controlled, fiber-optic, DLD (dynamic liquid display) fabric, the IT-33 Active Camouflage System enables a soldier to reduce his visibility by up to 90 percent.

This is one of the most popular unlocks in the game, rendering its user nearly invisible for 20-second spans. Press **[5]** to equip the device, and hold down the left mouse button to activate it. Falling and swimming automatically deactivates the device, so avoid these forms of movement to remain covert. The device is active only for brief moments, so use it to move from one piece of cover to the next, letting it recharge at each stop. Keep your distance and stay in low-lighted areas to mask these limitations. Remember, you're invisible, not invincible.



Unlock 4: Lambert Carbine

Originally designed for early century Special Operations Forces, the modernized Lambert Carbine remains the weapon of choice for urban warfare, given its maneuverability-enhancing compact design and rapid Rate of Fire. What the

Lambert Carbine lacks in stopping power, it makes up for tenfold in usability. Made from SB-7, the latest polyimide matrix material, the rugged yet lightweight Lambert Carbine produces minimal recoil ensuring accurate burst suppression. The double magazine feeding system and compressed, low-caliber ammunition enable unmatched fire volume.

Max. Damage:	25 (within 25 meters)
Min. Damage:	16 (beyond 55 meters)
Rate of Fire:	600 rpm
Accuracy:	Low/Medium
Magazine Capacity:	30
Fire Modes:	Full Auto, Semi Auto



This weapon provides the recon kit with some badly needed versatility, giving recon players the ability to hold their own in close-quarter firefights instead of relying on their pistols. What the Lambert carbine lacks in power and accuracy it makes up for in Rate of Fire, mimicking the rapid fire of the engineer's submachine guns. To maximize accuracy and conserve ammo, operate the weapon on its semiautomatic fire mode when engaging targets at intermediate to long range.

Field Test: Lambert Carbine

This gun has an extremely rapid Rate of Fire, and is capable of emptying its entire 30-round magazine in a matter of seconds. This makes it the gun to have in close-quarter assaults. Nothing I ever toed up against in the corridors of a Titan won (mind you, I never ran into anyone with a shotgun).

Every other class, carrying any other weapon, fell before me. And there was many a fight when we both pulled the trigger at the same time. Its long-range capabilities are a little weak but it has a single-shot mode that helps. Put a few single rounds into anyone and they find cover quickly. I rarely killed at range with it, though.

—Jason “Space Ape” Wigle

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RECON TACTICS

The new recon kit combines both sniper and spec ops capability, giving players the ability to fine-tune the kit through the unlock system to meet their needs. For snipers, the kit is most effective in a supporting role, providing offensive or defensive fire from great distances.

The sniper rifles associated with this kit do not generate an aiming reticle on the HUD—the only way to aim is through the weapon's scope. Therefore, recon troops carrying a sniper rifle should equip the pistol when moving about the map, particularly in urban areas.

The recon kit gains much more versatility once the four unlocks in Branch B are available, providing access to RDX, active camouflage, and the Lambert carbine. These weapons and equipment are well suited for deep incursions behind enemy lines. Sneak past enemies using the active camouflage, then use RDX to knock out commander stations at the enemy's base.



If you find it difficult to score kills with the sniper rifles, consider binding a keyboard key as an alternate method of *squeezing* the trigger. If you grip the mouse too tightly, the act of left-clicking may be enough to throw your aim off by a hair, sending the bullet off target. Firing with a keyboard key eliminates this problem, allowing you to aim with the mouse, and then pull the trigger with a keyboard key of your choice.



Strong Against: Infantry
Weak Against: Armored Vehicles

Bringing together heavy anti-infantry weaponry and frontline medical tech, the assault kit lets soldiers dish out and repair impressive amounts of human damage. Identify enemy infantry targets then take them out with your assault rifle or shotgun add-on, or be your comrades' savior with your Medical Hub and defibrillator.

EU ASSAULT

EU Assault Hit

Key	Weapon/Item	Magazine Capacity	Ammo Count
1	BJ-2 Combat Knife	—	—
2	P33 Pereira Pistol	10	60
3	SCAR 11 AR	30	180
4	MXUB-21	—	1



Primary Weapon: SCAR 11 AR

The combined effort of multiple US and European arms manufacturers, the SCAR 11 has become the standard-issue Assault Rifle due to its robust firepower and ability to perform in cold weather conditions. The SCAR 11 maintains a high Rate of Fire even in arctic climates, using an integrated heat distributor to prevent apparatus freezing. Electronically fired, each tungsten-core round boasts an impact velocity of over 800 m/s, penetrating even the latest body armor technologies.

Max. Damage:	29 (within 35 meters)
Min. Damage:	20 (beyond 65 meters)
Rate of Fire:	600 rpm
Accuracy:	Medium/High
Magazine Capacity:	30
Fire Modes:	Full Auto, Semi Auto



PAC ASSAULT

PAC Assault Hit

Key	Weapon/Item	Magazine Capacity	Ammo Count
1	BJ-2 Combat Knife	—	—
2	Takao T20 Pistol	15	60
3	Krylov FA-37 AR	30	180
4	MXUB-21	—	1

Primary Weapon: Krylov FA-37 AR

Employed by frontline infantry in a similar capacity as the EU SCAR 11, the Krylov FA-37 fires a comparable caseless armor-piercing round with considerably more recoil due to its lighter-weight, hollow graphite stock. The PAC assault rifle is equally effective in winter environments, utilizing a built-in thermal dispenser. Appreciably damaging, but less accurate when fired fully automatic, the Krylov FA-37 is often operated in single-shot mode, precision enhanced via a fixed-position optical sight.

Max. Damage:	27 (within 35 meters)
Min. Damage:	20 (beyond 70 meters)
Rate of Fire:	900 rpm
Accuracy:	Medium/High
Magazine Capacity:	30
Fire Modes:	Semi Auto



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SPECIALIZED EQUIPMENT: MHUB-21

Within its medical equipment and supply package, the MHUB-21 Medical Hub includes a nitrate cauterizer, naproxen dosages, providone iodine wipes, benzalkonium chloride, a bulb syringe, trauma shears, petroleum gauze, occlusive dressings, and adhesive bandages.



Only one medical hub can be dropped at a time. To make the most of the package despite this limitation, drop one medical hub near a high-traffic area to help heal teammates. A new medical hub is generated in the assault soldier's inventory about 30 seconds after the first one is dropped. But if the second medical hub is dropped, the first one disappears. Instead of dropping the second medical hub, equip it when near injured teammates. This allows you to use two medical hubs at the same time, gaining more teamwork points.

ASSAULT UNLOCKS: BRANCH A

Unlock 1: Herzog AR-Shotgun

Mounted in an under barrel configuration, the 20-gauge Herzog Shotgun adds substantial short range stopping power to any assault rifle's standard repertoire. The Herzog utilizes the same Universal Ammo as the PK-74 AR-Rocket, allowing for inter-compatibility between the two weapons.

Max. Damage:	10x12 (within 10 meters)
Min. Damage:	2x12 (beyond 35 meters)
Rate of Fire:	N/A
Accuracy:	Low
Magazine Capacity:	3
Fire Modes:	Semi Auto



This assault rifle accessory is a must for close-quarter fire fights, particularly in the tight confines of the Titan. Press **[6]** to equip the weapon and notice how the crosshairs change to a circular reticule—use this as an indication of whether the shotgun or assault rifle is selected. Deploy the shotgun at extreme close range, or as a back-up when the assault rifle's magazine runs dry.

You have only three shots, so reload the shotgun after each use. But don't reload it during a fight—it takes too long. Switch to the assault rifle or pistol till all nearby threats are eliminated, then reload the shotgun.

Unlock 2: NetBat™ Infantry ID

Network Battlefield System has introduced the latest enhancement to the NetBat™ technology. The new net-centric warfare system allows soldiers equipped with the Infantry ID nano-mod to query an onboard database to identify infantry targets. The nano-mod will assess, analyze and report on the target soldier's kit and assign an ID based on a 98% certainty. The nano-mod update is flexible enough to send and receive battle data over its synth-flex battle network, allowing everyone in the squad to receive the information.

When the device is equipped, place your crosshairs over an enemy target. A gray kit icon will appear next to the red targeting icon, indicating which kit the enemy is using. It is most useful for identifying sniper threats for your squad. This unlock is also a stepping-stone necessary to reach the PK-74 AR Rocket and the Baur H-AR.

Unlock 3: PH-74 AR Rocket

The PK-74 AR-Rocket is fabricated from a fiberglass-zinc amalgam and filled with a highly explosive synthetic fuel compound. When attached to the soldier's standard Assault Rifle it results in a compact and lightweight rifle rocket, ideal for a portable launcher. The Universal Ammunition, shared with the Herzog Shotgun, features variable fusing allowing for both impact and air burst detonations.



This rocket can be fired in two modes: direct and air burst. In direct, it works just like a grenade launcher, fired in an arc-like trajectory and detonating on impact. For air burst, zoom in and use the assault rifle scope's range finder to set the distance at which the rocket detonates. Use the mouse wheel to adjust the distance. This is great for taking out infantry hiding behind cover. For example, if they're behind a wall at 20 meters, set the rocket to detonate at 22 meters.

The rocket is still lobbed when fired, so elevate the barrel to properly range the weapon. Otherwise it may hit the ground and detonate before it reaches the target. The goal is to deliver the rocket a meter or two above the target's head. The blast radius is relatively small, so the closer you can deliver the rocket over the target, the better the result. Mastering this weapon takes some practice, so don't give up.

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Unlock 4: Baur H-AR

The Baur H-AR (Heavy Assault Rifle) is a bulked-up edition of the SCAR 11, firing high-caliber, tungsten-core ammunition for maximum damage potential. Manufactured with HM-3 composite metals, the weighty but powerful Baur H-AR is found most often in front-line conflict.

Max. Damage: 31 (within 40 meters)
Min. Damage: 22 (beyond 70 meters)
Rate of Fire: 600 rpm
Accuracy: Medium/High
Magazine Capacity: 20
Fire Modes: Full Auto, Semi Auto



The Baur H-AR is similar to the G3 from *Battlefield 2*, providing the assault kit with some heavy firepower. While it does more damage than the standard EU and PAC assault rifles, it has a smaller magazine capacity and exhibits some wicked recoil. To rein in these deficiencies, set the rifle on semiautomatic and engage targets at intermediate and long range through the scope. It can be a beast at close range, too—as long as you kill your target before you run out of ammo.

Field Test: Baur H-AR

The Baur H-AR is my preferred weapon in the assault kit. It has a nice balance between rate of fire, accuracy, and punch.

—Jason “Space Ape” Wigle

ASSAULT UNLOCKS: BRANCH B

Unlock 1: AED-6 Defibrillator

The portable AED-6 (Automated External Defibrillator) resuscitates casualties using an embedded, rhythm-tracking microprocessor to determine ventricular fibrillation or tachycardia and emit, via wet-gel secretion paddles, appropriately leveled, biphasic charges.



If you're a team player, this should be one of your first unlocks. Reviving teammates preserves tickets in Conquest mode and is also a good way to augment your score. Press **[5]** to equip the defibrillator and approach any downed teammates. You must stand or crouch over the body to deliver the reviving shock. The defibrillator can kill enemies, too. But you'll have to get within knife range to shock an opponent to death.



If an assault teammate with a defibrillator is downed, you can save him if you act quickly. Grab the kit with **[G]** and equip the defibrillator to revive your teammate. When revived, your teammate will automatically equip your dropped kit. You're stuck with the revived soldier's assault kit—at least till you grab another one.

Unlock 2: Advanced Med Hub

An upgraded version of the standard-issue Medical Hub, the Advanced Med Hub includes an additional supply of antibiotics, health revivers and muscle stimulants including soloxil, dyphatine, and quivinol, expediting a medic's health provision capabilities.



When equipped, the advanced medical hub replaces the standard medical hub in the inventory, and can still be accessed by pressing **[4]**. The advanced medical hub also allows soldiers in the vehicles to heal nearby soldiers outside of the vehicle.

Unlock 3: SG-34 Grenade

Impact detonated, the SG-34 Smoke Grenade can be used as a screening, diversionary, signaling, or offensive device, dispersing a cloud of dense potassium chlorate-based smoke.



This is your standard smoke grenade. Equip it by pressing **[6]** and throw it by left- or right-clicking. The grenade's smoke screen lasts for only about 10 seconds, so plan ahead before tossing it. Smoke is valuable when advancing across streets or other known fields of fire. This obscures the vision of troops as well as sentry guns and drones. They can be especially useful on Titans too.

Unlock 4: Voss L-AR

Ergonomically designed with a fibre-reinforced polymer shell, the Voss L-AR (Light Assault Rifle) is a close cousin of the Krylov FA-37, sacrificing incapacitation capabilities for increased portability and firing longevity. Used primarily in supportive, high-movement scenarios, the Voss L-AR uses lower-caliber ammunition allowing for higher-volume cartridges, enabling prolonged suppressive assault.

Max. Damage:	25 (within 40 meters)
Min. Damage:	20 (beyond 65 meters)
Rate of Fire:	900 rpm
Accuracy:	Medium/High
Magazine Capacity:	40
Fire Modes:	Full Auto, Semi Auto

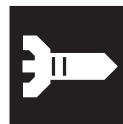


Like the recon kit's Lambert carbine, the Voss L-AR is awesome in close-quarter firefights. Although it lacks the stopping power of the Baur H-AR and the standard-issue assault rifles, this compact weapon compensates with its high Rate of Fire and 40-round magazine. Still, this is a specialty weapon and should be deployed as such. Bring it along when fighting in urban centers or in the tight corridors of a Titan.

ASSAULT TACTICS

With an arsenal of assault rifles and medical equipment, the assault kit offers players a myriad of options for killing opponents and saving teammates. As in the previous installments, the assault kit is the most balanced when it comes to taking on enemy infantry. The assault rifles provide a perfect mix of power and accuracy, qualities lacking in the more specialized weapons found in other kits. The Herzog AR shotgun and PK-74 AR rocket unlocks further enhance the kit's lethal capabilities, at both short and long range. But with no armor-piercing ordnance, assault soldiers must rely on their engineer brethren to deal with APCs, tanks, and battle walkers. Still, assault soldiers have the ability to heal and even revive through the use of the AED-6 defibrillator unlock. The defibrillator is a key piece of equipment in any squad, providing the user with a nice boost in teamwork points while helping preserve tickets in Conquest battles. Unlock the defibrillator early on, and use it to keep your team alive and fighting. Then focus on the Branch A unlocks to acquire greater offensive capability.

ENGINEER



Strong Against: All Vehicles
Weak Against: Infantry

As you'd expect, the engineer kit is all about machinery: anti-vehicle and anti-aircraft weaponry and mines are supported by vehicle detection and identification equipment, posing a threat to even the most advanced battlefield craft. An impressive vehicle repair kit makes fixing any damage a cinch.

EU ENGINEER

EU Engineer Kit

Key	Weapon/Item	Magazine Capacity	Ammo Count
1	BJ-2 Combat Knife	—	—
2	Turcotte Rapid SMG	26	130
3	Mitchell AV-18	1	6
4	HOFF-3000	—	—

Primary Weapon: Turcotte Rapid SMG

Originally used in law enforcement and adopted by military forces as a personal defense weapon the high-tech Turcotte Rapid SMG (Sub Machine Gun) combines the muzzle velocity of a standard assault rifle, the automatic capability of a machine gun and the portability of a pistol. Loaded with small-caliber, armor-piercing rounds, the Turcotte Rapid lacks accuracy, and stopping power at long range, but its high Rate of Fire makes it an effective close-combat weapon.



Max. Damage:	28 (within 13 meters)
Min. Damage:	10 (beyond 36 meters)
Rate of Fire:	600 rpm
Accuracy:	Low/Medium
Magazine Capacity:	26
Fire Modes:	Full Auto



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Anti-Vehicle Weapon: Mitchell AV-18

This modern-day Anti-Vehicle weapon was developed in direct response to mid-century advances in vehicle armor design. Made from polyminium, a new titanium-based amalgam, the Mitchell AV-18 body is ultra-light, allowing a greater portion of its travel weight to be dedicated to ammunition. Replacing standard HEAT (high explosive anti-tank) rockets with heavier, more formidable, superplastic, multi-warhead explosives, the Mitchell AV-18 is able to perforate even the most resilient cladding and cause extensive damage.



PAC ENGINEER

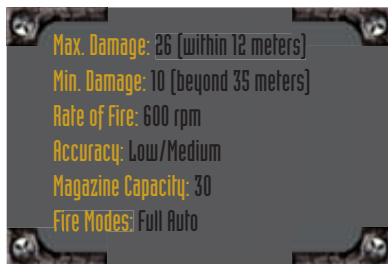
PAC Engineer Kit

Key	Weapon/Item	Magazine Capacity	Ammo Count
1	BJ-2 Combat Knife	—	—
2	Malkov RK-11 SMG	30	150
3	Sudnik VP	1	6
4	HOFF-3000	—	—



Primary Weapon: Malkov RK-11 SMG

Slightly lighter than the EU Turcotte Rapid and due to its reinforced polymer stock the Malkov RK-11 SMG (Sub Machine Gun) is equally effective in confined environments, using a high firing rate to ensure multiple impact points. Like its EU counterpart, the Malkov RK-11 suffers a great loss of stopping power at long range.



Anti-Vehicle Weapon: Sudnik VP

Damage: Armor-Piercing
Accuracy: Guided
Magazine Capacity: 1
Fire Modes: Single Shot



The Sudnik VP Anti-Vehicle weapon fires a single optically guided missile with a shaped charge capable of penetrating over two feet of steel plate. The multiple stages of the shaped charge allow the Sudnik to by pass traditional reactive armors without sacrificing the overall effectiveness of the weapon system.

SPECIALIZED EQUIPMENT: HOFF-3000

The HOFF-3000 is a high-tech Repair Tool equipped with computer analysis and a nano-torch that allows the engineer to quickly and easily repair all vehicles on the battlefield.



To use the HOFF-3000, approach a damaged vehicle, turret, or commander station till an aiming reticule appears on the HUD—this indicates the object is damaged and ready for repairs. Hold down the left mouse button to conduct repairs, watching the colored circle icon in the aiming reticule fill in, clockwise. Once this icon is completely white, the object is fully repaired.

ENGINEER UNLOCKS: BRANCH A

Unlock 1: AE Defuser

The CPU-driven AE Defuser analyzes munitions characteristics using chemical and electronic sensors. An Engineer can use the Defuser's embedded electrical neutralization apparatus to defuse a variety of explosive devices from a safer distance than previous explosives disposal devices.



Outside of the recon kit's Zeller-H, the AE defuser is the only other way to neutralize mines and explosives. This small hand-held device can be equipped by pressing [5]. Aim the defuser at the explosive and step forward till the device acquires it—usually within five meters. Hold down the left mouse button to defuse the explosive, removing it from the map. This is a good way to remove mines, but be careful when approaching RDX or APMs, because the blast radius of these weapons is far greater than the range of the defuser.

Unlock 2: NetBat™ Vehicle ID

The NetBat™ Vehicle ID is the first in a new line of upgrades to the successful Network Battlefield System. Combining the latest nanotech modifications with the synth-flex battle network allows a soldier to identify an enemy vehicle and transmit the data to all members of the network.

Like the NetBat™ infantry ID found in the assault kit, this device identifies the type of vehicle targeted and relays the information and coordinates through the NetBat system. However, the information is relayed only while the vehicle is within the user's sights. This can be useful when scouting high-value targets for squad members in a gunship. They'll be able to see the vehicle's position on their HUD, making it easier to hit with a TV-guided missile at long range.

Unlock 3: PDS-1

The microprocessor-based PDS-1 detects vehicles within the vicinity using a Sonar tracking system that distinguishes sub-elevation and atmospheric reverberations. Both type and position of the vehicles in range of the device are determined and displayed through the NetBat™ for all squad members.

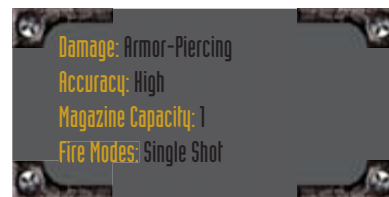


The PDS-1 detects all enemy vehicles within its 100-meter search diameter, relaying the data to each squad member's mini-map indicated by the appropriate vehicle icon. Equip the device by pressing [6], then simply left-click to drop it where you want to scout for enemy vehicles or stick it to your own vehicle. The device continues transmitting till a new one is dropped or till the user dies. Use these when defending, to monitor the flow of enemy traffic and help identify choke points suitable for orbital strikes.

Unlock 4: Pilum H-AVR

The Pilum H-AVR (Heavy Anti Vehicle Rifle) lacks any guidance package, instead relying on the high speed of its projectile to eliminate targets. With an

embedded, microprocessor-driven, anti-recoil system and steel alloy-composite structure, the Pilum H-AVR launches armor-piercing fin-stabilized projectiles that have proven far more effective against armored targets than traditional warheads, especially against the weaker rear armor of tanks.



The Pilum H-AVR is basically a huge sniper rifle with anti-tank capability. Its armor-piercing round travels at higher speeds than the rockets fired by the standard-issue launchers, but it does approximately the same amount of damage. But instead of leaving behind a highly visible smoke trail, the projectile generates a thin blue energy trail that quickly dissipates, allowing the shooter to remain relatively concealed—an important feature when taking on tanks and battle walkers. The accuracy of the weapon also allows the shooter to target specific weak spots, like a battle walker's knee joints. As with the rocket launchers, the Pilum must be reloaded after firing one round, and the engineer only carries six rounds. So make each shot count.



The Pilum and the standard-issue rocket launchers can destroy a Titan's turrets, even when its shields are up. It takes three rockets or AP rounds to knock out each turret.

ENGINEER UNLOCKS: BRANCH B

Unlock 1: II-14 EMP Mine

The larger, more powerful, stationary cousin of the EMP grenade, the II-14 EMP Mine utilizes the same electromagnetic pulse methodology to fully immobilize nearby machinery in almost all situations.



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The EMP mine delivers an electromagnetic shock second in power only to that of the orbital strike. Vehicles that run directly over one of these lose all mobility and weapons functions for about 10 seconds. This buys engineers time to pound the disabled vehicle with rockets or the Pilum, making the mine ideal for ambushes. Equip the EMP mine by pressing **5** and drop one by clicking the left mouse button. Of the mines, these are the largest and most visible, so try to place them in areas where enemy drivers can't easily spot them, such as in high grass, around corners, or at the crest of a hill.

Unlock 2: DysTek Repair v2.0

The DysTek Repair v2.0 addition replaces the HOFF-3000's manual control with a mechanized torque booster, increasing the speed of repairs.



This upgrade to the HOFF-3000 reduces the amount of time necessary to repair vehicles and other objects. This is most noticeable when repairing commander stations. Consider equipping this unlock if you're tasked with baby-sitting the commander stations at the team's base. This unlock only affects repairs conducted directly with the HOFF-3000, however—repairs conducted while driving or riding in a vehicle are as slow as ever, though the repair radius is slightly increased.

Unlock 3: II-29 Motion Mine

The II-29 Motion Mine uses an advanced TDD (Target Detection Device) to actively track and seek enemy vehicles by detecting their electronic and infrared signatures. The II-29's explosive yield is lower than traditional mines, as a significant portion of the mine's housing is dedicated to the TDD.



This wicked invention literally chases vehicles and attaches to them before detonating. The II-29 begins tracking moving vehicles at approximately 10 meters. The mine only detects motion, however. If vehicles are moving slowly to begin with, they can avoid getting hit by a mine simply by stopping. FAVs can actually outrun mines trailing behind them by using their sprint function. For all other speeding vehicles, there is no escape. Compared to the instant-death AT mines from the previous installments, the motion mine is relatively weak; it takes two or three to knock out a single tank or battle walker.

CAUTION

Speeding vehicles take the heaviest damage from motion mines, as the mines often detonate behind the vehicle, where the armor is weakest. For instance, a healthy tank takes only about 15–25 points of damage if it crawls forward and allows the mine to detonate on its thick front armor. If it is moving at top speed, the damage dealt can be two to three times greater!

Unlock 4: SAAW 86 Anti-Air

A powerful anti-aircraft weapon, the SAAW 86 is built with a low-density steel composite and incorporates an implanted, CPU-controlled balance



Damage: High Explosive
Accuracy: Guided
Magazine Capacity: 2
Fire Modes: Single Shot

system to maximize portability. Launching aerodynamic, high-velocity rounds, the SAAW 86 is especially effective against moving airborne targets.

The SAAW 86 is the only infantry-based anti-aircraft weapon, useful for filling gaps in the team's air defenses. Unlike the standard-issue launchers, this missile's guidance system requires a lock to track aircraft. Establish a lock by tracking an enemy aircraft through the weapon's scope. Listen for the tone and watch for the *Shoot* prompt below the green bounding targeting box before firing. The shooter must maintain a lock on the target for the missile to hit. This missile does heavy damage to both gunships and air transports, but it lacks the armor-piercing characteristics to effectively knock out APCs, tanks, or battle walkers.

In a pinch, the missile can be fired at ground targets. Simply aim and fire it as you would a rocket with no guidance—the missile cannot lock on to ground targets.

TIP

Don't fire the SAAW 86 if the targeted aircraft has deployed its active defense shield—it will do no damage. Wait a few seconds for the shield to drop, then fire.

ENGINEER TACTICS

Need to blast an enemy tank? Look no further than the engineer kit. This kit is packed with weapons and equipment to take out vehicles of all types. The standard-issue rocket launchers and the Pylum H-AVR unlock are awesome anti-tank platforms, capable of punching through the thick armor of tanks and battle walkers. For best results, try to hit tanks from the rear where their armor is the thinnest. Battle walkers are weakest in their legs and knee joints. Or walk between their legs and aim up to fire a rocket or AP round into their vent port for an instant kill!

The mines are also effective anti-vehicle weapons. Use them to block enemy traffic at narrow choke points, or deploy them around control points and silos for defense. The SAAW 86 unlock gives the engineer anti-air capability as well, which is useful for knocking down enemy gunships and air transports.

But the engineer is also vital in a support role, repairing vehicles and other objects. The engineer's trusty wrench has been updated with the HOFF-3000—a blowtorch-like device. Remember, the engineer can repair damaged objects while riding in or driving a vehicle. Use this capability to provide repairs during offensive advances.



Strong Against: Infantry
Weak Against: Armored Vehicles

From delivering ammo to detecting stealthy infantry, this kit creates the true multi-talented force on the frontline. Shielding offers the support soldier a measure of protection, as his wide-ranging capabilities take him across the front line to eliminate infantry with machineguns or a well-placed sentry gun, and disrupt vehicles with EMP grenades.

EU SUPPORT

EU Support Kit

Key	Weapon/Item	Magazine Capacity	Ammo Count
1	BJ-2 Combat Knife	—	—
2	P33 Pereira Pistol	10	60
3	Bianchi LMG	150	600
4	AHUB-31	—	1



Primary Weapon: Bianchi LMG

The Bianchi FA-6 Light Machine Gun is remarkably effective as a provider of suppressive fire given its all-condition resilience and lengthy firing duration. Unlike its 21st century precursors, with its heat-resistant metal alloy components and computer-driven thermal transfer system, the Bianchi FA-6 requires neither mid-battle barrel changes nor maintenance, allowing for rapid, uninterrupted fire. With a retractable bipod, the Bianchi FA-6 is most accurate when fired from the prone position.

Max. Damage: 21 (within 30 meters)
Min. Damage: 14 (beyond 70 meters)
Rate of Fire: 300 rpm
Accuracy: Medium
Magazine Capacity: 150
Fire Modes: Full Auto



PAC SUPPORT



PAC Support Kit

Key	Weapon/Item	Magazine Capacity	Ammo Count
1	BJ-2 Combat Knife	—	—
2	Takao T20 Pistol	15	60
3	Shuko LMG	200	600
4	AHUB-31	—	1

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Primary Weapon: Shuko LMG

Like its EU counterpart, the Bianchi FA-6, the PAC Shuko K-80 Light Machine Gun provides invaluable support to assault operations through unrelenting suppressive fire. Shooting smaller, nitrocellulose-molded, caseless ammunition, the Shuko K-80 boasts higher clip capacity, resulting in less frequent reloading, albeit at the expensive of per-round stopping power. Like the Bianchi FA-6, the Shuko K-80 is more precise when stabilized on its protracted bipod.

Max. Damage: 20 (within 30 meters)
Min. Damage: 14 (beyond 70 meters)
Rate of Fire: 900 rpm
Accuracy: Medium
Magazine Capacity: 200
Fire Modes: Full Auto



SPECIALIZED EQUIPMENT: AHUB-31

The AHUB-31 Ammo Hub completely refills both soldier and vehicle ammunition stores.



As with the medical hub, only one ammo hub can be dropped at a time. Drop one near a high-traffic area to assist teammates and carry the second one in inventory to resupply your squad.

SUPPORT UNLOCKS: BRANCH A

Unlock 1: V5 EMP Grenade

Unlike a standard grenade, which generates physically damaging fragmentation, the V5 EMP Grenade releases an electromagnetic wave that creates a short-circuit effect, temporarily slowing or disabling nearby vehicles and electronic devices.



This hand-thrown EMP weapon isn't as strong as the EMP mine, but can still immobilize vehicles for approximately 10 seconds. Multiple EMP grenades used against a target can keep it slow or stationary. Tanks and battle walkers retain their weapons and turret functions when hit by a single EMP grenade, however. To fully disable these threats, layer on the EMP damage by tossing multiple grenades, giving engineers or nearby vehicles time to pound them with rockets and other armor-piercing rounds. EMP grenades also scramble the HUDs of infantry, useful during close-quarter assaults.

Unlock 2: NetBat™ Active Camo ID

NetBat™ Active Camo ID was introduced as a countermeasure to the IT-33 active camouflage system. It is designed to detect, track, and report on the energy signature of the active camo system. If a soldier activates or deactivates an IT-33 system within the detection radius of the NetBat™ Active Camo ID, the system will instantly report the activity to the user and other members of the Networked Battlefield.

Although this device is highly specialized, it's also very useful given the popularity of active camo. Like all NetBat™ upgrades, this one doesn't have to be activated. It's automatically integrated into the system once it's equipped in the customization screen. Enemy players activating or deactivating active camo systems within the device's compact radius show up as red diamonds on the HUD. This information is also relayed to team members, alerting them of invisible enemies. Because of the device's limited range, this unlock is best used when defending small areas, like control points, silos, or the Titan.

Unlock 3: A12 Enforcer Sentry Gun

Deployed in key defensive positions, the automated A12 Enforcer Sentry Gun system utilizes a combination of infrared and optical tracking to identify, trace and engage enemy combatants in medium range. Able to distinguish between soft and hard targets, the A12 Enforcer can alternate firing procedure to avoid hitting friendly targets in the line of fire.

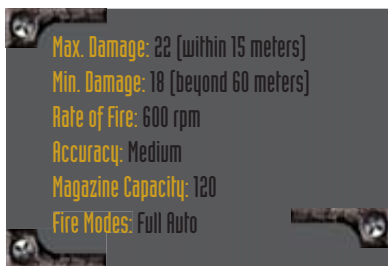


The A12 Enforcer is one of the support kit's most popular unlocks—and the hype is well deserved. This deployable weapon system has a firing arc of approximately 90° making it useful for covering narrow areas like alleys and corridors. Like the APM, place it facing toward the enemy or area you wish to cover. Avoid placing it on hills or in gullies. The weapon has difficulty acquiring and hitting targets above or below the surface it's deployed on. Although it can detect and fire at enemies at long range, it's most accurate (and deadly) within 50 meters. Try to place it in blind spots to catch enemies by surprise.

The support soldier can deploy only one sentry gun at a time, but he can receive another one from an ammo hub or supply drop. Plus, all of the A12's kills are credited to the support soldier who placed it, reinforcing the need for a high-traffic location. Despite what the manufacturer says, the weapon's ability to distinguish between friend and foe is still a work in progress. If you value your kneecaps, stay out of a sentry gun's line of fire once it opens up.

Unlock 4: Ganz HMG

Even more dependable than the Bianchi LMG and more relentless than the Shuko LMG, the Ganz HMG (Heavy Machinegun) is the crowning achievement in light machine gun design. Engineered from superlight polymer matter, upgraded with an ultramodern onboard stabilization and heat-reduction system, and fitted with an electronic double-magazine feeder, the Ganz HMG is unmatched in power, quality, and consistency of fire.



If it's stopping power you seek, the Ganz HMG delivers. It is capable of mowing down a small squad in a matter of seconds. This weapon fires a higher-caliber round than the standard-issue light machine guns, causing significantly more damage per hit. The Ganz exhibits fierce recoil, though, and is prone to overheating during sustained fire. To combat the effects of recoil, always fire from a prone position. Keep the weapon on target and at operational temperature levels by firing in short, controlled bursts.

Since it's most effective in a stationary position, use the Ganz primarily for defense. Find a good cover position and wait for enemies to step into your line of sight.

Field Test: Ganz HMG

The Ganz HMG is just a killer in my eager hands. The accuracy grows exponentially when lying down, so try to always hit the dirt before firing. Also aim low and squeeze the trigger in small bursts. Sustained fire will not only cause it to kick and become horribly inaccurate but will cause it to overheat, which will temporarily shut the weapon down. The Ganz, despite its ferocious power, doesn't have the Rate of Fire to make it a stone-cold killer in close quarters, so aim for the head when toeing up against assault rifles at close range. At 50 meters, though, this thing kills like nothing else in the game. And its large-caliber rounds seem capable of hitting people behind soft cover.

—Jason "Space Ape" Wigle

SUPPORT UNLOCKS: BRANCH B

Unlock 1: IPS Shield

Able to withstand short durations of direct, small- and medium-caliber fire, the IPS (Infantry Protection Shield) is a personnel-scaled, ion-charged shield employed by infantry for temporary individual protection. The system is not designed to withstand vehicle-mounted munitions.



The support soldier carries one portable shield, useful during both offensive and defensive operations. The support soldier can deploy another shield (replacing the first) once rearmed. Drop the shield in front of a firing position, and drop prone behind it. The shield blocks all incoming small-arms fire, so stay behind it when taking heavy fire. The shield can be destroyed with heavy fire or a well-placed sniper round in the device's gray control box, however. To avoid being flanked, deploy the shield at intermediate ranges, preferably in an alley or hallway—ideal for Titan defense.

Unlock 2: Advanced Ammo Hub

Using the Advanced Ammo Hub, an infantryman can greatly increase the rate that ammunition can be delivered to his peers.



Just as the advanced med hub replaces the standard medical hub, this unlock replaces the standard ammo hub, increasing the rate at which ammo is dispensed. It's not a vital piece of equipment, but you must unlock it to get the DysTek pulse meter or the Clark 15B shotgun.

Unlock 3: DysTek Pulse Meter

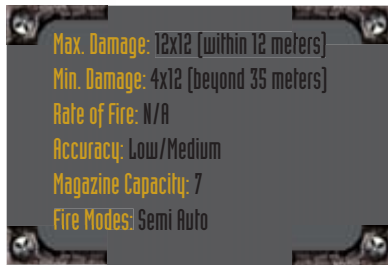
The DysTek Pulse Meter is a short- to medium-range detection device that allows soldiers to scan for enemies behind cover using sonic differentiation and acoustic analysis to identify and track human heart rhythms in the immediate vicinity.



This hand-held device detects the presence of enemies behind solid objects. Simply point the device toward the area you wish to scan and click the left mouse button to activate it. All enemies within range show up as red diamond icons on the HUD. But these positions are merely a snapshot. The device does not update movement, so either act quickly on the intel or follow up with repeated scans. The device takes approximately 10 seconds to recharge after each scan. Use it to locate enemies hiding in urban areas or within the Titan.

Unlock 4: Clark 15B Shotgun

Built with kylonite, an advanced thermoplastic shell material, and a polymer drum magazine, the gas-operated Clark 15B Combat Shotgun fires the latest fin-stabilized flechette Frag-15 rounds, which produce a circular damage pattern, most effective against close-range, light armored infantry.



In the right hands, the Clark 15B is one of the most devastating weapons available. But it takes a player with great aim and a cool head to get the most out of this bad boy. As with most shotguns, it's most effective at close range. But its spread is relatively tight, making it capable of injuring and even killing enemies at distances of 30 meters and beyond. The weapon uses a seven-round magazine, allowing for quick reloads. But it has a slow Rate of Fire, resulting in a noticeable delay between shots.

Field Test: Clark 15B Shotgun

For Titan assault, few other weapons in the game compare to the Clark 15B shotgun and nothing is its equal. One shot, one kill (at close range). Just don't miss or you'll be wishing you had an assault rifle. Its Rate of Fire isn't horrible, just slow enough to make you wish you had a different weapon if you're feeling jumpy. It's important to take your time, place your crosshairs center-mass-high, and BOOM BABY!

—Jason "Space Ape" Wigle

INFANTRY

SUPPORT TACTICS

Of all the kits, the support kit has changed the least since *Battlefield 2*. Support soldiers still lug around a light machine gun and ammo and, as in the previous century, are masters of suppressive fire, a vital element in any infantry assault. Lay down high volumes of fire on enemy positions to keep their heads down while your squadmates flank. The machine guns and the A12 sentry gun unlock are great on defense, too, especially onboard the Titan. Use a sentry gun to guard one corridor while you cover another with a light machine gun or the Clark 15B shotgun.

As usual, ammo is in short supply, so it's up to the support soldier to keep his squad shooting by dropping ammo hubs. Engineers are particularly reliant on the support soldier, as they run out of rockets and mines very quickly. Drop an ammo hub near your squad's engineer, or stay nearby and respond as ammo is requested.

For veterans, the EMP grenade unlock is a welcome addition, finally giving the support kit some anti-vehicle capability. While these grenades are good at disabling vehicles, the support soldier must rely on engineers or recon troops to finish the vehicles off with rockets or RDX. Still, disabling vehicles is better than constantly running away from them. The occupants might even panic and vacate the vehicle—be ready to cut them down and claim the vehicle for yourself.



The light and heavy machineguns are unique, since their accuracy increases as they are fired. However, they also overheat.

PLAYER ABILITY UNLOCKS

Use these unlocks to gain a slight edge on the battlefield. Once unlocked, player abilities are available to all kit types. But like the kit upgrades, they must be unlocked sequentially, beginning with the FRG-1 and ending with the extra grenade upgrade.

UNLOCK 1: FRG-1 GRENADE

Hand-thrown, the FRG-1 is a modernized Fragmentation Grenade which yields a small but highly lethal explosive radius. By substituting the traditional TNT filter with the RDX chemical compound, PNC (polyethyl nitrate cyclobutane) the grenade offers a lighter grenade with enhanced effectiveness.



This is a standard frag grenade, equipped with a timed detonator. It may not sound too impressive, but you will sorely miss this weapon when knee-deep in a firefight. It is one of the must-have unlocks. When thrown, the grenade bounces and rolls around before detonating. At close quarters, bank the grenade off walls to hit enemies hiding around a corner. The FRG-1 is essential during Titan assaults. Use it to help clear corridors or the reactor room. Only two grenades are provided at a time, so stay near a support soldier or ammo hub to keep stocked.

UNLOCK 2: SPRINTCOR 20 ENHANCED ENDURANCE

The Sprintcor 20 Enhanced Endurance is an orally ingested, immediately activated energy boost, increasing a person's sprint capacity. Automatically administered prior to combat, the effects of Sprintcor will last throughout a battle's duration.

If you do a lot of sprinting, this is a worthwhile unlock. It also helps offset the fatigue caused by wearing body armor, allowing armored players to sprint farther than normal.

UNLOCK 3: STAMINAR 9 RECOVERY SYSTEM

The Staminar 9 Recovery System is also a swallowed capsule, immediately accelerating muscle recovery so one can regain sprint speed in less time. Automatically administered prior to combat, the capsule is long-lasting with no side effects.

With this unlock, the sprint meter regenerates much faster, so the soldier requires less rest time between sprints. When combined with the prerequisite Sprintcor 20 enhanced endurance and light body armor, this unlock allows players to sprint great distances with less downtime.

UNLOCK 4: MAXCLIP

The Sidearm Ammo Upgrade equips the pistol with a larger-capacity clip, adding 2 rounds to the EU's sidearm, the P33 Pereira, and 3 rounds to the PAC's primary sidearm, the Takao T20. The Engineer will receive an additional clip for his SMG.

This unlock makes most sense to players who gravitate toward the engineer kit. The addition of an extra SMG magazine is much more substantial than a few extra rounds in the pistol.

UNLOCK 5: EXTRA GRENADE

This upgrade allows you to carry one additional Frag, EMP, and Smoke grenade.

This is a welcome unlock for those who rely on grenades. This is especially helpful to those using the FRG-1 and the SG-34, increasing the grenade count to three, from two.

SQUAD LEADER UNLOCKS

These three unlocks further enhance the squad leader's ability to assist the squad. But before they can be deployed, each unlock requires a minimum number of squad members: three for the SLSB, four for the RD-4 Otus, and five for the SD-8. Only one of these unlocks can be equipped at a time, so choose carefully, making sure the device best meets the squad's needs.

UNLOCK 1: SLSB

The SLSB (Squad Leader Spawn Beacon) allows players to quickly deploy at the beacon's current location via drop-pod. The training for proper use of the device is only available to squad leaders.



This device is an excellent back-up if the squad leader is killed. There must be a minimum of two players in the squad (including the squad leader) before the squad leader can deploy a beacon. The squad leader should drop this when the squad needs to hold ground or apply offensive pressure to a particular area. This is most helpful when placed on the enemy Titan during assaults. If it's deployed on the ground, drop it away from high-traffic areas, as the incoming assault pods are likely to draw some attention.

The SLSB emits a constant beeping sound. Use this sound to locate enemy spawn beacons and destroy them. Only one spawn beacon can be deployed on the map at a time. If you want to place a new beacon, the previously dropped beacon must be picked up (G) or destroyed.

UNLOCK 2: RD-4 OTUS

The airborne RD-4 Otus is a short-range reconnaissance drone used to identify the location and movement of enemy forces behind cover using sonic differentiation and acoustic analysis to identify and track human heart rhythms. Enemy targets are transmitted to the squad's NetBat™ System. The training for proper use of the device is only available for squad leaders.



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Think of the Otus as an extra set of eyes. The reconnaissance drone can be deployed only if there are a minimum of three squad members. Once activated, it scans 360 degrees around the squad leader, identifying any nearby enemies and automatically relaying the information to squad members. Contacts show up as red diamond icons on the HUD of each squad member.

The drone floats above the squad leader's head at all times, serving as a bull's-eye of sorts, identifying the squad's spawn point. It has a very limited range and is best reserved for close-combat situations.

UNLOCK 3: SD-8 ACCIPITER

The SD-8 Accipiter is a flying sentry drone with assault capabilities, armed with an optical tracker and multi-barrel rotating cannons. Targets are acquired by the squad's NetBat™ System, allowing all members of the squad to utilize the drone. The training for proper use of the device is only available for squad leaders.



The SD-8 must be given targets by squad members using the NetBat system. This drone requires a minimum of four squad members before it can be deployed. Like the Otus, it floats above the squad leader's head and scouts for targets. Once it spots enemy infantry, it opens fire.

The Accipiter's range and accuracy are similar to that of the A12 Enforcer sentry gun from the support kit, so don't expect it to kill enemies at 100 meters. At ranges beyond 30 meters, it's little more than a suppressive weapon, firing a constant barrage of lead at enemy troops. Use its firepower to locate and pin enemies, while squad members flank.



If equipped with a drone on the Titan, don't deploy it till you're inside. It has a hard time maneuvering through the cramped entry points, and often destroys itself by smashing into walls and low ceilings.



STANDARD-ISSUE INFANTRY EQUIPMENT

BJ-2 COMBAT KNIFE

The BJ-2 is carried by all EU and PAC troops and can kill with one slash. Use this primarily as a stealthy weapon, deploying it only when you have the jump on your opponent, earning your foe's dog tags in the process. It's also a last-resort back-up when your weapons are out of ammo. But never charge a firearm-equipped opponent head-on with a knife—you'll probably be mowed down before you're even within striking range.



PISTOLS

P33 Pereira Pistol (EU)

The P33 is a very competent back-up weapon when your primary weapon is out of ammo or lacks close-quarter capability. It has only a 10-round magazine, so make each shot count.

Max. Damage:	31 (within 8 meters)
Min. Damage:	8 (beyond 30 meters)
Rate of Fire:	N/A
Accuracy:	Low
Magazine Capacity:	8
Fire Modes:	Semi Auto



Takao T20 Pistol (PAC)

The T20 has a larger magazine capacity than the EU's P33, giving it a slight advantage in pistol duels. But PAC troops carry the same 60 rounds of pistol ammo as the EU, so don't fire too wildly.

Max. Damage:	26 (within 12 meters)
Min. Damage:	8 (beyond 30 meters)
Rate of Fire:	N/A
Accuracy:	Low
Magazine Capacity:	12
Fire Modes:	Semi Auto



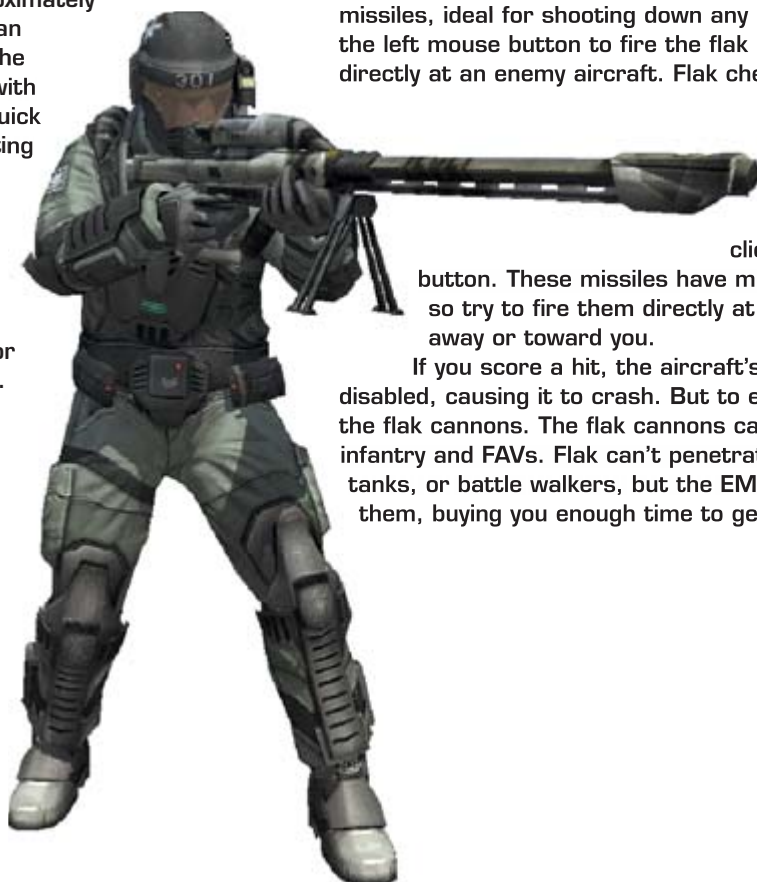
III FIXED WEAPONS

RAILGUN



Railguns are found near most control points, bases, and silos, and are useful for knocking out ground vehicles. Each shot from a railgun causes approximately the same amount of damage as an engineer's rocket launcher. But the railgun delivers its energy blast with pinpoint precision and lightning-quick speed, making it great for targeting vulnerable areas of tanks and battle walkers.

Access the weapon's zoom function by right-clicking. It takes about three seconds for the railgun to recharge after each shot, so stay seated or prepare to bail if you're detected.



AA TURRET



The new and improved AA turret fires both flak and EMP missiles, ideal for shooting down any air threat. Hold down the left mouse button to fire the flak cannons, aiming directly at an enemy aircraft. Flak chews up gunships and air transports quickly; it doesn't take many hits to knock them out of the sky. Fire EMP missiles by clicking the right mouse button. These missiles have minimal tracking ability, so try to fire them directly at an aircraft as it flies away or toward you.

If you score a hit, the aircraft's flight controls will be disabled, causing it to crash. But to ensure a kill, stick with the flak cannons. The flak cannons can also be turned on infantry and FAVs. Flak can't penetrate the armor of APCs, tanks, or battle walkers, but the EMP missiles can disable them, buying you enough time to get away.

VEHICLES

Like the infantry troop kits, vehicles are another set of tools with their own strengths and weaknesses. No one vehicle dominates the battlefield, so it takes a firm understanding of which vehicles match up best against varied opponents. Use this chapter to study the different ground and air vehicles, as well as the weapons systems deployed by each.

DRIVER TRAINING

Driving a vehicle is as intuitive as moving your soldier. To get inside any vehicle, simply stand near it and press **[E]**. By default, you enter the vehicle's driver position, assuming it's unoccupied. Switch to other positions by using function keys, like **[F2]** and **[F3]**. Press **[F1]** to return to the driver's position. All surface vehicles use the same default movement keys as the soldier: **[W]** to move forward, **[S]** to reverse, **[A]** to steer left, and **[D]** to steer right.



Consider switching to an external view when driving. Toggle external views with **[C]** or press **[F10]** for a rear chase view.

If the vehicle is equipped with a turret, pan the mouse to rotate it and click the mouse buttons to fire its weapons. Moving the mouse while driving a vehicle without a turret causes the player's head to turn left and right. To make driving easier, consider switching to one of the third-person external views by pressing **[C]**. If you prefer the first-person perspective, press **[F9]**. You can hop out of a vehicle by pressing **[E]** at any time.

Vehicles respond to their environment, just as they would in the real world. For instance, you can usually move faster on roads than you can through marshlands or snow. Depending on the vehicle's durability, it can also be damaged by running into objects—the higher the speed of impact, the more damage dealt to the vehicle. And unless you're in a walker or the PAC APC, which has a higher tolerance for water than other vehicles, no land vehicle is salvageable if driven into deep water. So take care of your vehicle and keep it at full strength. Otherwise you're just making destroying it easier for your opponents.

NOTE

If left unoccupied, all vehicles moved from their initial spawn point eventually self-destruct. Like all destroyed vehicles, the vehicle spawns again at its initial spawn point after a pre-set number of seconds elapse.

ACTIVE DEFENSE

All APCs, tanks, battle walkers, and aircraft are equipped with the active defense countermeasure. This deployable green energy shield surrounds the vehicle, blocking incoming missiles and shells. Press **[X]** to activate it. The shield



lasts for only about five seconds, and it takes 12–15 seconds for it to regenerate. Because of these limits, deploy this shield only when your vehicle is under attack or when missile lock-on warnings sound. Likewise, hold your fire when an enemy has deployed its active defense.

If deployed at the right time, active defense can give you an edge in any encounter. These countermeasures are particularly helpful during tank-on-tank and tank-on-battle-walker duels. Battle walkers can use active defense for protection while rushing a tank to use their powerful (but highly inaccurate) rockets at close range.

NOTE

Vehicle spawn times may differ, depending on map and individual spawn location.

FAST-ATTACK VEHICLES (FAVS)

MK-15 BANDIT

Affiliation: EU
Speed: Fast
Armor: None
Countermeasure: N/A
Respawn Time: 30 seconds

Quick and agile, the three-occupant, MK-15 Bandit is a high-performance, four-wheel-drive FAV used primarily as a multi-terrain, front line, battle transport. Armored only with lightweight ceramic elements and Triplex plates, the latest

aramid fire-resistant synthetic fiber, the Bandit sacrifices protection for speed, boasting a pulsed plasma thruster (PPT), providing short bursts of unrivaled acceleration. The Bandit is armed with a single, medium-caliber, anti-infantry repeater.



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MH-15 Armament

Key	Crew Position	Primary Fire
F1	Driver	Horn
F2	Gunner	Light Machine Gun x 2
F3	Passenger	Troop Hit

UAZ-8 OCELOT

Affiliation:	PAC
Speed:	Fast
Armor:	None
Countermeasure:	N/A
Respawn Time:	30 seconds

In 2032, the PAC developed the UAZ-8 Ocelot FAV based on a stolen Bandit prototype, creating an equally dexterous, high-speed, off-road-capable transport medium. Substituting a boron carbide-filled resin aggregate armor system for the

Bandit's ceramic-based matrix, the UAZ-8 Ocelot trades a negligible decrease in protection in exchange for an increase of five miles-an-hour maximum speed. Similar to its FAV contemporary, the UAZ-8 Ocelot also provides short-duration speed boosts through a hypochlorite-based, fuel-oxidization injector.



UAZ-8 Armament

Key	Crew Position	Primary Fire
1	Driver	Horn
2	Gunner	Light Machine Gun
3	Passenger	Troop Hit

FAV TACTICS

The FAVs are the fastest ground vehicles, making them ideal for rushing neutral control points or silos at the start of a battle. The FAV's speed also gives it its best chance at surviving close encounters with the enemy vehicles and infantry. The MK-15 and UAZ-8 are both equipped with a speed-boost option. To activate this, hold down the sprint key (Shift) while accelerating with W.

This increases the speed of the vehicle tremendously, so use it only on straight roads or flat terrain. Attempting to turn while the speed boost is activated can lead to rollovers and spectacular crashes, so be careful. Like a soldier's sprint option, the speed-boost option can be used for only a few seconds, indicated by the sprint meter in the bottom left corner of the screen. If the sprint meter is depleted, the speed-boost function must recharge before it is used again.

Outside of speed, the FAVs have few defensive features. The lightweight materials used to construct their chassis are vulnerable to even the lightest small-arms fire. Plus, the open driver and passenger compartments leave all occupants exposed.

But the FAVs have some defensive teeth in the form of machine guns mounted in a turret on the top of the vehicle. These rapid-firing weapons are useful only against infantry and other FAVs, as their rounds cannot penetrate armored vehicles. They can't even pierce the relatively light armor of gunships and air transports, leaving the FAV at the bottom of the food chain in combat. So stay away from high-traffic areas by heading off-road, using the vehicle's speed and maneuverability to stage base raids or attack enemy-held positions from unexpected directions.

FAV WEAKNESSES

When attacking an FAV, target its occupants first. Because of the openness of the crew positions, it is entirely possible to kill all of the vehicle's occupants without scratching the FAV's paint. If you can't get a good angle on the driver or passengers, open fire on the vehicle's wheels.

NOTE

All vehicle machine guns have unlimited ammo, but they can overheat.

ARMORED PERSONNEL CARRIERS (APCS)

AVM-2 GROUNDHOG

Affiliation:	EU
Speed:	Medium
Armor:	Medium
Countermeasure:	Active Defense
Respawn Time:	35 seconds

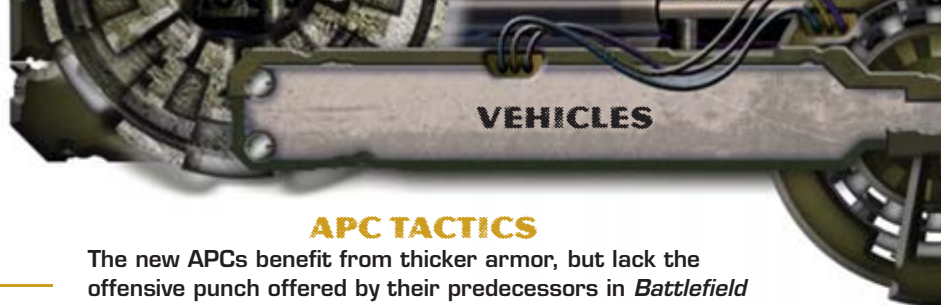
The AVM-2 Groundhog is a specialty personnel carrier, used to deliver infantry into escalated conflict areas. This near impenetrable transport is fortified by a multifaceted armor arrangement, including an amalgamated polymer

lattice under five layers of alternating steel and ceramic plates, coated with extreme temperature resilient

Kevlar. The driver is armed with an EMP launcher to disable enemy vehicles long enough to escape.

The AVM-2s are outfitted with ejecting assault pods, which soldiers can use to mobilize against airborne targets.





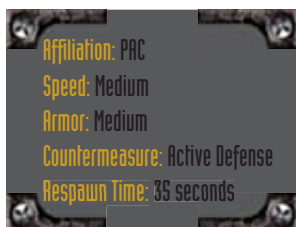
VEHICLES

AVM-2 Armament

Key	Crew Position	Primary Fire	Secondary Fire
1	Driver	Light Machine Gun	EMP Grenade Launcher [75]
2	Gunner	Mortar Launcher	—
3	Passenger 1	Light Machine Gun	Assault Pod Launcher*
4	Passenger 2	Light Machine Gun	Assault Pod Launcher*
5	Passenger 3	Light Machine Gun	Assault Pod Launcher*
6	Passenger 4	Light Machine Gun	Assault Pod Launcher*

* = Titan made only

BTR-4 ROMANOV



Affiliation: PAC

Speed: Medium

Armor: Medium

Countermeasure: Active Defense

Respawn Time: 35 seconds

Almost identical to the AVM-2 Groundhog, the BTR-4 Romanov provides a highly secure means for infantry to penetrate hotly-contested battle zones. Utilizing a ready-launch assault pod system, the Romanov is very effective as a Titan assault

vehicle, propelling infantry directly into close-range strike positions. The driver's side is fitted with a gas-actuated, medium caliber automatic, as well as a vehicle-disabling EMP grenade launcher. The gunner mans a medium-range, auto mortar.



BTR-4 Armament

Key	Crew Position	Primary Fire	Secondary Fire
F1	Driver	Light Machine Gun	EMP Grenade Launcher [75]
F2	Gunner	Mortar Launcher	—
F3	Passenger 1	Light Machine Gun	Assault Pod Launcher*
F4	Passenger 2	Light Machine Gun	Assault Pod Launcher*
F5	Passenger 3	Light Machine Gun	Assault Pod Launcher*
F6	Passenger 4	Light Machine Gun	Assault Pod Launcher*

* = If you are near a Titan, these launch you enough to reach it.

APC TACTICS

The new APCs benefit from thicker armor, but lack the offensive punch offered by their predecessors in *Battlefield 2*. The driver has access to a turret equipped with a machine gun and an EMP grenade launcher. The machine gun is rather standard, but the grenade launcher is capable of causing light EMP damage to vehicles, causing them to slow down but retain weapon functions. Like any grenade launcher, the EMP grenades are lobbed in an arc-like trajectory, so elevate the aim to compensate for distance. But the launcher fires slowly, and the reload process after each shot is lengthy, preventing it from completely disabling enemy vehicles with successive EMP hits.

Unlike the EMP grenade launcher, the APC's mortar, accessible from the gunner seat (F2), fires three high-explosive shells at a time. The mortar is most effective against infantry and FAVs, but can also do light damage to armored vehicles. It has amazing range, being capable of accurately shelling an area more than 300 meters away. At such ranges you can't always see where the shells land, so ask a squad member to act as a forward observer.

Each of the APC's four rear crew positions is equipped with a machine gun, ideal for defending the vehicle's flanks from infantry sneak attacks. Because of its relatively lightweight weapons, the APC can't survive toe-to-toe duels with enemy tanks and battle walkers. During such encounters, it's best to hit the enemy vehicle with EMP grenades and mortar rounds while attempting to escape.

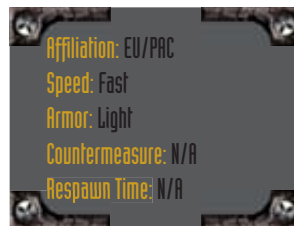
APC WEAKNESSES

The APC's armor is resistant to all small-arms fire, so don't bother shooting it with an assault rifle or a machine gun. Instead, hit it with armor-piercing munitions or slap some RDX to its side. An APC's armor is weakest at the small, vent-like areas on the top and rear. These spots are weak only against the infantry handheld anti-vehicle weapons.



If taking heavy fire while driving an AP, switch to one of the rear machine gun positions and escape in an assault pod.

Assault Pod



Affiliation: EU/PAC

Speed: Fast

Armor: Light

Countermeasure: N/A

Respawn Time: N/A

The APCs are equipped with assault pod launchers in the four rear machine gun positions. When occupying one of these positions, left-click to fire the machine gun and right-click to launch yourself

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skyward in an assault pod. The pod faces toward the Titan automatically, when you are within range of it. The pod is capable of traveling a maximum of approximately 325 meters when fired in a flat trajectory—use the flag and Titan icons on the HUD to judge approximate distance to your destination. This is a great way to get around the map and to stage surprise airborne assaults on enemy-held silos.

While airborne, use the mouse and standard movement keys to guide the pod. With some practice, you'll be able to land your pod just about anywhere. Try landing on enemy troops or FAVs to score instant kills. Landing on top of armored vehicles causes significant damage too. All sorts of creative mayhem can be achieved through assault pods, so keep your mind open to new tactics and possibilities. For instance, land on a battle walker, drop some RDX on its top hatch, then jump off and detonate the explosive.

The APC's assault pods are also one of the best ways to board the enemy Titan. Before launching toward a Titan, make sure its shields are down. You will die if you land on its shields. Next, move the APC within 200 meters of the Titan and launch. If you launch from farther out, you'll have a tough time gaining the altitude and distance necessary to land on top of the Titan. Try to land on one of the Titan's two rear decks, where the entry points are located.

NOTE

Assault pods are also used when ejecting from air transports. You still need your parachute when bailing out of a gunship. The assault pods used when spawning on a squad leader's spawn beacon device lack the control offered by the other pods. This is because the pod is locked onto the SLSB's coordinates. But you can still make minor course corrections while descending.

TANKS

A8 TIGER

Affiliation: EU
Speed: Medium
Armor: Heavy
Countermeasure: Active Defense
Respawn Time: 50 seconds

The A8 Tiger is the latest version of the A-series heavy tank division, adding a Non-Explosive Reactive Armor (NxRA) package to its standard composite construction. An additional Active Defense System enables the Tiger to withstand orbital strikes and missile attacks. Increased engine torque and power-to-weight ratio enable the track-based Tiger additional mobility and improved speed across rugged terrain. The Tiger is equipped with a driver-

controlled main cannon and a rapid-fire, high caliber repeater at the second position, providing robust firepower against ground-based infantry and armored vehicle targets.



A8 Armament

Key	Crew Position	Primary Fire	Secondary Fire
F1	Driver	Main Gun (40)	Main Gun Zoom
F2	Gunner	Heavy Machine Gun	—

TIP

The A8 Tiger is extremely wide, making it difficult to maneuver in narrow village streets. Watch your speed to avoid taking damage from roadside obstacles. The armor on the Tiger's turret, especially at the rear, is significantly weaker than the armor on its chassis. When attacking the Tiger from the side or rear, always aim for the rear portion of its turret to maximize damage.

TYPE 32 NEKOMATA

Affiliation: PAC
Speed: Medium
Armor: Heavy
Countermeasure: Active Defense
Respawn Time: 50 seconds

Utilizing state-of-the-art, air-assisted levitation technology, the Type 32 Nekomata hover tank is the very latest in armored combat, boasting unmatched mobility across almost any topography. Similar to the A8 Tiger, the Nekomata

incorporates NxRA technology into its composite armor base and uses an Active Defense System to ward off high impact, airborne weapon attacks. It also matches the A8 attack capabilities with a driver-controlled cannon and second position repeater.



Type 32 Armament

Key	Crew Position	Primary Fire	Secondary Fire
F1	Driver	Main Gun (40)	Main Gun Zoom
F2	Gunner	Heavy Machine Gun	—



The Type 32 has no turret. The whole tank must rotate when aiming at targets. This can take a while to get used to but it's just like controlling a soldier—a clumsy, drunk soldier. Still, the hover tank's ability to strafe is vital in combat. Strafe left and right to avoid incoming shells or rockets. In tank battles, the Type 32 can outmaneuver the A8 Tiger by circle-strafing around it to score critical hits on its rear armor.

TANK TACTICS

Despite the introduction of battle walkers, tanks still rule the battlefield. But this time around, teamwork is necessary to take full advantage of the each tank's arsenal. As usual, the driver mans the main gun. The guns on the A8 and Type 32 fire large armor-piercing shells. Instead of a firing coaxial machine gun, right-clicking while in the driver position brings up a zoomed view for the main gun. Shells are still lobbed, so elevate the barrel to compensate for distance when engaging targets at long range.

The second crew position in the tank controls the turret-mounted machine gun. Unlike the turret gunner in earlier tanks, this crew member sits inside the tank, protected by its thick armor at all times. Because there is no longer a coaxial machine gun at the driver position, it's up to this gunner to engage infantry.

The heavy machine gun rounds have armor-piercing characteristics. While these bullets cause no harm to battle walkers or APCs, they can penetrate the thin armor of gunships and air transports, making the tank's heavy machine gun a surprisingly effective air defense weapon. The tank's biggest threats are other tanks and gunships. During combat, always keep your front thick armor facing toward the threat and be ready to deploy active defense.

When engaging enemy tanks, try to score hits on their side or rear armor to maximize damage. Gunships are easily scared off by pumping a steady stream of lead into their fuselage with the machine gun. But because of the driver's lack of visibility, it's up to the gunner to tell the driver when to deploy active defense in the event of air assault. It's best if the driver and gunner are in the same squad and using VoIP.

TANK WEAKNESSES

Although both tanks are surrounded by armor, the thickness varies. The front armor on the chassis and turret are the thickest, so avoid hitting these areas unless it's the only shot you've got. When attacking from the side, aim for the turret, as its armor is thinner than the armor protecting the chassis. But always try to attack tanks from the rear. This is the weakest spot on each tank, and lethal damage often results from a hit by a tank round.

VEHICLES

BATTLE WALKERS

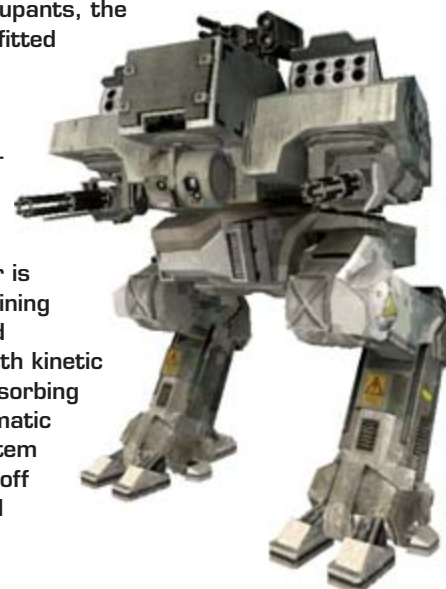
L-5 RIESIG

Affiliation: EU
Speed: Slow
Armor: Heavy
Countermeasure: Active Defense
Respawn Time: 75 seconds

What the L-5 Riesig battle walker loses in forward velocity, it makes up for ten-fold in offensive potency and scope. The bipedal configuration of this next generation assault unit enables it to traverse almost all terrains while its elevated

vantage point, providing long distance viewing and multi-directional targeting, gives it a significant advantage over low height, horizontally-based agents.

Manned by two occupants, the battle walker is outfitted with an array of weaponry, including two rapid-fire cannons and a dual-arena, infrared homing missile system. The battle walker armor is multi-layered, combining steel and reinforced plastic laminates with kinetic energy and heat absorbing materials. An automatic Active Defense System assists in resisting off air and ground fired rocket attacks.



L-5 Armament

Key	Crew Position	Primary Fire	Secondary Fire
F1	Driver	Minigun x 2	AP Auto-Fire Missile Launcher (80)
F2	Gunner	High Explosive Machinegun	Anti-Aircraft EMP Missiles

T-39 BOGATYR

Affiliation: PAC
Speed: Slow
Armor: Heavy
Countermeasure: Active Defense
Respawn Time: 75 seconds

When the widespread climatic changes severely altered the Earth's landscape, the PAC military developed an assault vehicle to handle these new diverse conditions by employing a more versatile



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anthropoid structure. Later duplicated by the EU forces in the form of the L-5 Riesig, the PAC T-1 battle walker changed the face of warfare forever. The T-39 Bogatyr is the most recent adaptation, shielded with full-coated, high-impact armor and an embedded ADS and supplied with an assortment of attack options, counting radar-guided, high-damage impulse rockets and a pair of heavy-duty auto-cannons.

T-39 Armament

Key	Crew Position	Primary Fire	Secondary Fire
F1	Driver	Rapid-Fire Cannon x 2	AP Auto-Fire Missile Launcher [80]
F2	Gunner	High-Explosive Machinegun	Anti-Aircraft EMP Missiles

BATTLE WALKER TACTICS

The new battle walkers are packed with weapons, making them a serious threat to all infantry and vehicles. The driver controls the battle walker much like a tank, complete with turret control. But the battle walker also has the ability to sprint and crouch, using the same keys as infantry (with the exception of "crouch," which is **[Z]** for the Mech). The battle walker can constantly sprint without depleting a sprint meter, significantly increasing its normal walking speed. In combat, it's best to use the crouch function, to help protect the walker's vulnerable knee joints. While crouched, however, the walker cannot move.

Both crew positions are equipped with a diverse package of weapons. The driver fires the dual auto-cannons by left-clicking and the rockets by right-clicking. Upon impact, each auto-cannon round explodes, causing a small amount of splash damage, which makes the weapon extremely effective against infantry and lightly armored vehicles. But the auto-cannons are prone to overheating, so fire them in short bursts.

The auto-cannons can't penetrate heavy armor, so rely on the driver's rockets to damage APCs, tanks, and other battle walkers. These rockets are only accurate within approximately 30 meters, however, so make sure you're at close range before firing. You can fire a total of four rockets in quick succession, but after firing the fourth, you have to wait for more rockets to load into the launcher. To avoid these long reload times, fire the rockets slowly, about one per second. This allows the overheat system to keep pace, providing a steady supply of rockets at all times.

The walker's gunner controls the top-mounted turret, which is equipped with another auto-cannon and an EMP missile launcher. The gunner's auto-cannon has ballistic properties similar to the driver's, and is fired by left-clicking. But the turret allows a much broader view of the battlefield, so the gunner can target ground units as well as aircraft.

The EMP missile launcher functions much like the ones mounted on the AA turrets, and is fired by right-clicking. The launcher holds two missiles at a time, and reloads automatically. As with the AA turrets, these missiles have great tracking ability, but you must maintain lock-on with your target by keeping it within the crosshairs while the missile is in flight. Two successive hits from these missiles temporarily immobilize any vehicle; the driver can flank and finish off the paralyzed vehicle with rockets.

Because the battle walkers are such high-profile targets, the gunner should focus on defending against infantry and air attack. As in tanks, it's best for the driver and gunner to be in the same squad, using VoIP to communicate.

BATTLE WALKER WEAKNESSES

The walker's legs are its most obvious and accessible vulnerability. Always aim for a walker's legs to inflict the most damage, as the main chassis and turret are heavily armored. High-damage kills can be achieved by hitting the walker's knee joints—the narrow gap between the upper and lower leg. Engineers equipped with the Pilum H-AVR unlock or infantry in a railgun have the best chance at hitting these small targets.

To ensure a hit, wait till the walker is stationary or disabled—EMP mines are the best way to immobilize a walker. You'll know you scored a direct hit if the targeted knee buckles, causing the walker to tilt toward its damaged side. When a walker's knee is knocked out, its occupants have a few seconds to escape before it topples and explodes. Be ready to mow down the crew.

The walkers have another weak spot on the underside of the main chassis, usually visible only to infantry walking between the walker's legs and looking up. Look for a ventilation grate—the L-5 has two and the T-39 has one. These grates and the ducts beyond aren't armored at all, giving infantry the ability to fire directly into the walker's interior—even pistol rounds inflict damage. To score an instant kill, use a rocket launcher or the Pilum H-AVR. Just get out of the way before the walker explodes or falls on top of you.

AIR POWER: FLIGHT SCHOOL

Flying the gunships and air transports is a bit more difficult than maneuvering the ground vehicles. Beginner pilots are often more of a danger to themselves and their passengers than they are to the enemy. In this section, we offer some quick tips to help get you into the air without crashing, whether your control preference is a keyboard or joystick.

FLYING WITH THE KEYBOARD

Keyboard Pilot Controls

[W] = Throttle Up	[←] = Roll Left
[S] = Throttle Down/VTOL	[→] = Roll Right
[A] = Rudder Left	[Spacebar] = Fire Rockets
[D] = Rudder Right	(gunship only)
[↑] = Nose Down	[X] = Active Defense
[↓] = Nose Up	

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Flying a gunship with the keyboard isn't quite as daunting or clumsy as it may sound. In fact, the default key setup makes flying rather easy and intuitive. Place your left hand over the basic movement keys of **W**, **S**, **A**, and **D**. These keys are used to adjust the aircraft's speed and heading. Your right hand should hover over the arrow keys, which are responsible for pitch and roll.

Start by giving the gunship some throttle. This lifts the gunship vertically into the air. Once you're airborne, hold down **W** to begin level flight. (The engines also provide upward lift with **W**.) Now try turning by using **A** and **D** to activate the rudders. This is the easiest way to change the gunship's heading and is vital when lining up for strafing runs.



Control points and silos can be converted by hovering above them. But watch out for incoming rockets.

To turn faster, roll left or right using **←** or **→** and pull back on the stick using **↑**. Banking is the quickest way to change directions and is useful when making evasive maneuvers. To reduce speed, simply let go of **W**. Once **W** is released, the gunship loses speed quickly. Do this whenever you want to hover or land. To maintain a hover, hold **S** to maintain altitude. But if you want to land, level out using the arrow keys and let the gunship descend, applying minimal vertical thrust to soften the landing.

NOTE

Controlling the gunship is similar to flying the F-35B Joint Strike Fighter from *Battlefield 2*. The gunship is much more stable and maneuverable when hovering, however, making it more like the attack helicopters.

Flying the air transports with the keyboard is easier than flying the gunship. But it takes plenty of practice to master the skill, not to mention a light touch on the keys. Keep your hands in the same positions used to fly the jets. Pressing **W** increases vertical lift speed, eventually lifting the transport into the air. The longer you hold down **W**, the higher you'll go. Once you're a few feet in the air, release **W** to hover and use the rudder controls (**A** and **D**) to quickly rotate the transport left and right to change its heading.

The arrow keys still control pitch and roll, allowing the transport to move in any direction. Tap **↑** to slightly pitch the transport's nose forward, causing forward motion. While moving, the transport will lose some altitude, so compensate by tapping **W**—you can read the transport's altitude and air speed on the HUD.

To stop moving forward, tap **↓** to reduce speed. Keep reducing speed until the transport comes to a stop. This is made easier by aligning the HUD's center reticle with the artificial horizon line. To maintain a stationary position in the air, tap the pitch and roll keys. While in a hover you can cause the transport to side-slip left and right by using **←** and **→**. This is useful for peeking around buildings and hills.

The transport can even fly backward by using **↓**. Just remember, each movement causes the transport to lose some lift, resulting in a loss of altitude, so always compensate by tapping or holding down **W**. When you want to lose altitude, press **S**. To land, bring the transport to a hover and tap **S** till it touches the ground. The transport can't take hard landings like the gunship, so bring it down nice and easy to avoid taking damage. Always land on even terrain too, or the transport may tip over and explode, killing everyone inside.

JOYSTICK SETUP

Battlefield 2142 allows players to customize their control configuration to suit their personal preferences for the various types of units. For most, the standard keyboard and mouse combination works great, but many players like to use a joystick when piloting aircraft. The game does not automatically configure controls for a joystick, though, so you will have to do so manually from the *Options* menu. Following are some quick tips on how best to get your joystick up and running.

Before you start your game, be sure your joystick is connected to your computer and ready to go. Once in the game, select the *Options* menu and then click on the *Controls* button to open a menu that allows you to select from the various types of units to control.

Click the *Aircraft* tab. Here you will designate secondary controls for various functions. To assign a control, click on the empty box to the right of the function and on the right side in the secondary column. Then input the control you want to use (i.e., push a button on the joystick) Under the *Weapons* category, click on the *Fire* slot and then assign that to your trigger.

For the *Movement* category, you will need to assign *Accelerate* and *Decelerate* to the throttle, if your joystick is so equipped. Before doing this, center your throttle, select *Accelerate* from the menu, and then move your throttle forward. The game will detect the throttle and automatically assign *Decelerate* to moving your throttle back from center. The same goes for all of the axis controls. You only need to assign one direction—not both. For *Steer Right*, use the rudder control on your joystick, if so equipped. For *Pitch Forward*, push your joystick away from you. Then for *Roll Right*, move your joystick to the



You must set up your joystick manually, using the *Controls* button in the *Options* menu to assign secondary controls to your joystick's movements and buttons.

GUNSHIPS

right. Depending on the number of buttons on your joystick, you may want to assign *Countermeasures* to your joystick as well, for quick deployment of the active defense shield.

The final step is to set the sensitivity. This is under *Mouse Settings*, but also affects your joystick. Because the game is set up for mouse use by default, the sensitivity is usually around 3. Leaving it at that setting means you have to be incredibly light on the joystick or you will be overcorrecting all over the map—until you crash. Reduce the sensitivity to 1, and flying around will be much easier. If necessary, tweak the sensitivity more with the *Pitch* and *Yaw Factor* sliders.

FLYING WITH THE JOYSTICK

Flying the gunship with the joystick is very easy. If you have ever played any type of flight simulation game, you will have no trouble. Apply negative throttle input to activate the craft's VTOL function, lifting it into the air. Once airborne, push the throttle forward to enter level flight. With the throttle set, use the joystick to climb, dive, and roll while using the rudder to slew the gunship left and right.

Air transports are a bit trickier to fly with the joystick. The throttle controls how much lift the engines provide. In the center position, the transport should maintain the same altitude while hovering, or not moving horizontally. As soon as you begin to move horizontally, some of your lift is redirected to provide motion. To maintain altitude, you will have to give it more throttle.

Horizontal motion is created by moving the joystick in the direction of the desired motion, thus tilting the transport in that direction. To stop this type of motion, tilt the helicopter in the opposite direction to slow it down and then return to level to hover. To land, gently pull the throttle back from center to reduce lift. To prevent your transport from being damaged during a landing, you should make sure you have as little horizontal motion as possible.

The best way to learn to fly the transport is to practice. Start up a solo LAN game, so you can fly around without having to worry about people shooting at you—or worry about killing your passengers by crashing. This training also works well for gunships. A good exercise is to conduct repeated take-offs and landings from one landing pad or Titan hangar.



Air transports can't handle hard landings, so bring them in nice and easy. Use landing pads or Titan hangars for repairs.

UD-6 Talon

Affiliation:	EU
Speed:	Very Fast
Armor:	Light
Countermeasure:	Active Defense
Respawn Time:	65 seconds

Quite simply, the UD-6 Talon gunship was built to kill. Nimble and deadly, this ultramodern, two-person, VTOL aircraft combines a multipurpose arsenal with a uniquely flexible flight profile, allowing the Talon to strike both air and

ground targets with unparalleled force and accuracy. The Talon's munitions include a gunner-controlled pneumatically charged, high velocity autoblaster and vectored thrust, high-impulse thermobaric missile launcher and a pilot-controlled rocket fire system. The dual-layered composite buffer system, with a depleted uranium mesh insert, is durable enough to withstand heavy fire without hindering the gunship's maneuverability through excessive weight or rigidity.



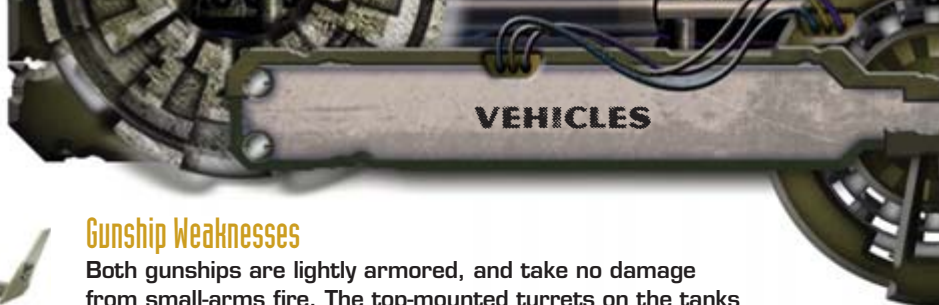
UD-6 Armament

Key	Crew Position	Primary Fire	Secondary Fire
1	Pilot	AP Missile Launcher (60)	—
2	Gunner	Minigun	RC Missile (8)

Type 4 Doragon

Affiliation:	PAC
Speed:	Very Fast
Armor:	Light
Countermeasure:	Active Defense
Respawn Time:	65 seconds

Appropriately named Doragon, meaning "Dragon," the Type 4 Air Mobile Multipurpose Platform (AMP), like its EU equivalent, provides unparalleled usability and firepower in any theater. With a range of armaments, an active protective system, and a high-tech, "anticipatory" flight control system, the Doragon is a highly mobile, dynamically potent, multi-situational assault medium. The Type 4 arsenal includes a semi-dumbfire missile cluster, employed exclusively against close-range, heat-trackable targets.



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Type 4 Armament

Key	Crew Position	Primary Fire	Secondary Fire
F1	Pilot	AP Missile Launcher (60)	—
F2	Gunner	Rapid-Fire Cannon	RC Missile (8)

Gunship Tactics

Like the attack helicopters from *Battlefield 2*, the new gunships are masters of close air support, making them the most effective and versatile killers on the battlefield. The aircraft's VTOL function gives it the maneuverability of a chopper and the speed of a fixed-wing aircraft, useful when deploying weapons or evading enemy fire. While the gunship is potent against all ground targets, always prioritize tanks and battle walkers, as they pose the biggest threat to your teammates on the ground.

In addition to flying the gunship, the pilot controls the armor-piercing missile launcher. These missiles have limited tracking ability, locking onto the heat signature of manned air vehicles. Lead the target to make the missiles meet up with them; if you fire directly at the target, they will probably not track. The missiles are most effective against armored vehicles.

The gunship's gunner controls the chin-mounted cannon as well as the devastating remote-controlled missiles. The cannon is controlled with the mouse and fired by left-clicking. Each cannon round causes a small amount of splash damage, making it effective against infantry, FAVs, and other aircraft.

The rounds cannot penetrate or damage heavily armored vehicles, however. This is where the RC missile comes in. Gunners can toggle between the cannon and remote-controlled missile view by right-clicking. Left-click to launch a missile, and move the mouse to fly it into a target. This is difficult at first, so practice.

To better spot targets during flight, check out the icon on the missile's HUD, offering a heading toward the target. Missiles have a larger warhead than the pilots' AP missiles and can take out a tank or battle walker with 1–2 hits, depending on where the missile strikes. These missiles are also effective against commander stations and the turrets on Titans.

Gunship Weaknesses

Both gunships are lightly armored, and take no damage from small-arms fire. The top-mounted turrets on the tanks and battle walkers have enough firepower to penetrate this armor, but flak and EMP missiles fired by AA turrets are the biggest threat. Flak can chew up a gunship in a matter of seconds. The EMP missiles are just as deadly, causing the gunship to lose flight controls temporarily, often resulting in a crash.

Engineers can do heavy damage to gunships too, using one of their armor-piercing weapons or the SAAW 86 anti-air missile with lock-on capability. So when piloting a gunship, remain in level flight and avoid pulling to a hover when near enemy units—hovering gunships are dead gunships.

AIR TRANSPORTS

UD-12 Shepherd

Affiliation:	EU
Speed:	Very Fast
Armor:	Light
Countermeasure:	Active Defense
Respawn Time:	45 seconds

The UD-12 Shepherd was developed with a single purpose, to convey military personnel into the combat arena, dropping soldiers via spherical, quick-drop escape pods. Slow moving, but direction flexible, the Shepherd draws on a marriage of multi-

source jet propulsion and hover technology to travel long distances at a mid-level altitude. The UD-12 is shelled in composite, electrically charged armor lined with Nomex fiber and relies on two medium-caliber, bipod mounted automatics to repel assailants.



UD-12 Armament

Key	Crew Position	Primary Fire	Secondary Fire
F1	Pilot	—	—
F2	Gunner (left)	Minigun	Zoom
F3	Gunner (right)	Minigun	Zoom
F4	Passenger 1	Troop Hit	—
F5	Passenger 2	Troop Hit	—
F6	Passenger 3	Troop Hit	—
F7	Passenger 4	Troop Hit	—

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BTR-20 Yastreb

Affiliation: PAC
Speed: Very Fast
Armor: Light
Countermeasure: Active Defense
Respawn Time: 45 seconds

Similar to its EU counterpart, the UD-12 Shepherd, the BTR-20 Yastreb armored air transport is a slow-moving, easily visible target best limited to personnel pick-up and delivery. In contrast to the Shepherd, the PAC Type

20 substitutes Self-Limiting Explosive Reactive Armor (SLERA) for the UD-12's electrically charged scheme and complements the arrangement with an alternative Triplex synthetic material. Like the EU air transport aerodyne, the Yastreb is also vulnerable to attack with only two personnel-scaled assault weapons at the passengers' disposal.



BTR-20 Armament

Key	Crew Position	Primary Fire	Secondary Fire
[1]	Pilot	—	—
[2]	Gunner (left)	Rapid-Fire Cannon	Zoom
[3]	Gunner (right)	Rapid-Fire Cannon	Zoom
[4]	Passenger 1	Troop Kit	—
[5]	Passenger 2	Troop Kit	—
[6]	Passenger 3	Troop Kit	—
[7]	Passenger 4	Troop Kit	—

Air Transport Tactics

Both air transports are capable of carrying a full squad (six players) to any point on the map. Use them to drop teammates on control points, silos, or distant areas of the battlefield to conduct close-quarter airborne raids. When you bail out of the air transport (press [E]), you're automatically dropped in an assault pod. Use the pod to guide your descent, landing directly next to a flag/silo or on top of any defenders.

In Titan mode, the air transports serve as mobile spawn points too, available to all teammates. This way teammates can spawn in the air transport while it's in flight, or even once it has landed. If you lack a spawn beacon, park one of these on the enemy Titan to keep spawning teammates.

These aircraft fly and function much like the transport helicopters in *Battlefield 2*, complete with passenger-operated weapons on the port and starboard sides. The side-mounted cannons have increased firing radiuses over their helicopter cousins, capable of covering the fore and aft areas of the transport as well as of firing straight down. Use these weapons to mow down infantry and puncture the light armor of FAVs and other aircraft—they do no damage against heavily armored vehicles.

Air Transport Weaknesses

The air transports have the same vulnerabilities as the gunships, and are threatened by flak, rockets, and missiles of any variety. Although their armor is resistant to small-arms fire, the passenger positions in the rear are completely open. If passengers are on board, infantry on the ground can score kills by firing into an air transport's open cargo hold. But drawing the attention of the aircraft's machine guns isn't always the wisest move unless you have substantial cover.

NOTE

Engineers cannot conduct repairs on air transports while in a passenger position. This fix addresses the exploit used by Blackhawk crews in the early versions of *Battlefield 2*. The engineers can use all other kit weapons while riding in the air transport, however.

TITANS

MK-1 Titan

Affiliation: EU
Speed: Very Slow
Armor: Heavy (Shielded)
Countermeasure: N/A
Respawn Time: N/A

Appropriating the PAC's innovative technology, the EU created an analogous MK-1 Titan airship, complete with defensive armaments, protective casing and equipment expulsion procedure. The MK-1 incorporates a handful of



western developments, including electric reactive armor base-plating for additional protection against ground-based assaults and combustion-assisted impulse cannons.

MK-1 Armament

Key	Crew Position	Primary Fire	Secondary Fire
[F2]	Gunner 1	Impulse Cannon	Zoom
[F3]	Gunner 2	Impulse Cannon	Zoom
[F4]	Gunner 3	Impulse Cannon	Zoom
[F5]	Gunner 4	Impulse Cannon	Zoom
[F6]	AA Gunner 1	AA Blaster	Zoom
[F7]	AA Gunner 2	AA Blaster	Zoom

TYPE 2 TITAN

Affiliation:	PAC
Speed:	Very Slow
Armor:	Heavy (Shielded)
Countermeasure:	N/A
Respawn Time:	N/A

During the height of the ground war, the Pan Asian Coalition developed the original Titan as a large-scale, civilian transport medium, employed to relocate the refugee population. When the combat escalated into all theaters, the Titan was



militarized to serve as both an armored air transport and fortified warship. Reinforced with a comprehensive steel-ceramic matrix shell and fitted with multi-conveyor, synchronized discharge mechanisms, the Titan air-drops assets directly

into contention, including infantry teams, gunships and air transports. As well, the Titan is heavily armed with an array of high-tech weaponry, including ion-charged, air-to-surface and air-to-air blasters, making it a devastatingly powerful assault aircraft

Type 2 Armament

Key	Crew Position	Primary Fire	Secondary Fire
F2	Gunner 1	Impulse Cannon	Zoom
F3	Gunner 2	Impulse Cannon	Zoom
F4	Gunner 3	Impulse Cannon	Zoom
F5	Gunner 4	Impulse Cannon	Zoom
F6	AA Gunner 1	AA Blaster	Zoom
F7	AA Gunner 2	AA Blaster	Zoom

TITAN TACTICS

With the exception of their colored energy shields, both the EU and PAC Titans are identical. These massive airships are first deployed near their team's base during Titan battles. Each Titan spawns one gunship and a two air transports—however, only one air transport spawns in the hangar at a time. Only the commander can move the team's Titan about the battlefield, through the *Move Titan* support option on the commander mode screen. But the Titans travel extremely slowly, so plot a destination early in the battle.

Both Titans are equipped with an array of weapons, accessible via the consoles at the back of the hangar. The most devastating of the weapons are the four turrets, located beneath the Titan. All four of these guns fire high-explosive blasts capable of knocking out a tank in one shot if the rear of the tank is targeted. They do, however, have a long reload time. But since all gun positions are rarely occupied, hop around from one gun to the next by pressing **F2**–**F5** to keep the guns firing—just like moving around the ship gun positions in *Battlefield 1942*.

No orbital strike commander support option is available in Titan mode, so use these turrets as your heavy support, helping defend silos or simply blasting enemy vehicles brave enough to move within range. The remaining two turrets are positioned on top of the Titan, each equipped with a mini-gun-like weapon, useful for downing enemy aircraft. Manning these guns is crucial when the Titan's shields go down, as the enemy is likely to approach in gunships and air transports in an attempt to land a boarding party. These turrets have a very limited field of view, however, and are incapable of engaging aircraft flying just below their line of sight.

TITAN WEAKNESSES

The Titan's shield system and thick hull protect it well from exterior attacks. But if the shield goes down, the hull can take damage from repeated missile strikes as well as other heavy munitions. A Titan's biggest vulnerability is its reactor core. Once the shields are down, enemy infantry can board and assault the Titan's interior. After destroying the consoles in the flanking corridors, infantry can gain entry to the reactor core room and destroy it with explosives or gunfire. Damage to the reactor core is irreversible, so it's imperative to prevent such attacks.

The Titan's turrets can also be destroyed, even when its shield is still up. Engineer rockets and gunship missiles are the most effective weapons for taking out a Titan's turrets.

TITAN TOUR

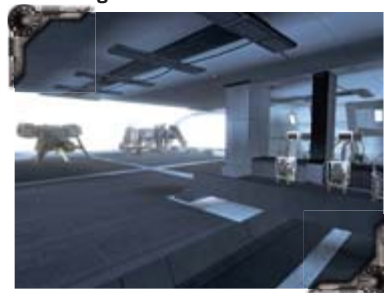
Before spawning on or assaulting a Titan, it's a good idea to know your way around. Titans are massive ships and it's easy to get lost if you don't know where to go.

Hangar

The hangar is located at the front of the Titan. This is where the gunship and air transports spawn, as well as any troops who choose the team's Titan as their spawn point. The hangar is encased in its own protective shield, independent of the Titan's main shield. This shield prevents enemy

troops from ever gaining entry, making it a safe hiding spot for the team's commander. The hangar also serves as a repair and rearming platform for friendly aircraft, so watch out for gunships coming in for a landing.

All of the Titan's weapons are accessed through the control panels at the back of the hangar. If the weapons take damage or are destroyed, engineers can repair them by using their HOFF-3000 on the corresponding consoles—damaged



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consoles show big "X"s on the screens.

Recessed walkways surrounding the hangar landing pad lead into the Titan's interior, emptying into a tight corridor junction with a large energy shield. This is part of the hangar's independent shielding system and can be crossed only by friendly units. By standing behind this shield you can watch for enemy troops moving about without exposing yourself to fire. But you can't shoot or throw grenades through the shield. This can lead to some awkward stand-offs, so be ready for anything. Just opposite this shield is the reactor room's sealed front door.

Aft Decks

Both teams can access a Titan's interior through the entrances on the rear deck. There are two rear decks, designated by height. The upper deck has two hatches in the floor, located on the port and starboard sides. These open hatches lead into a catwalk system lining the aft portion of the cargo hold inside.



The hatches are often preferred by attackers, as they're harder for the defenders to watch, allowing for a more stealthy entry. Plus the catwalk provides great elevated cover positions. The two doorways on the lower deck lead directly into the cargo hold, leaving attackers open to all sorts of booby traps and ambushes.

TIP

When attacking a Titan, maintain a presence onboard by placing a spawn beacon on the aft deck. If you're not a squad leader or don't have access to the SLSB unlock, simply park an air transport on the rear deck, allowing all teammates to spawn—at least till the defenders get wise and blow it up.

Cargo Hold



The cargo hold is a central position inside the Titan likely to see heavy action. From the cargo hold, players can access all four corridors as well as the reactor room. The doorways for Corridors 1 and 2 are located

on the lower portion of the cargo hold, while doorways for Corridors 3 and 4 are on the upper portion.

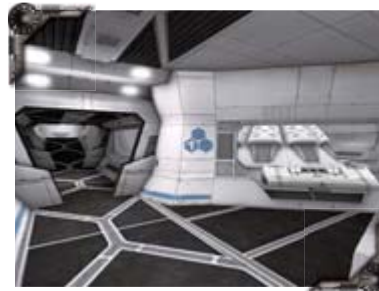
Attackers can enter Corridors 1 and 2 only from the cargo hold, as 3 and 4 are blocked by shield barriers. But defenders can move through these barriers, just like the

one near the hangar. Players entering the cargo hold from the upper aft deck's hatches can use the catwalk to pick off opponents scrambling about below. But the cargo hold offers plenty of cover in the form of crates. Use these objects to stay out of the line of fire.

TIP

During Titan mode, press **T** to see the countdown status of each silo. These countdowns appear below the corresponding silo icons at the top of the screen.

Corridors



A total of four corridors line the port and starboard sides of the Titan, each containing a key control panel. All four control panels must be destroyed before attackers can gain entry into the reactor room. Use the labels on the doorways

or the console icons on the HUD to locate and identify these panels.

But these control panels can't be destroyed in just any order, because of the shield barriers in Corridors 3 and 4. Therefore Control Panels 1 and 2 must be knocked out first—use explosives or gunfire. Afterward, attackers must move toward the hangar and enter Corridors 3 and 4 from the Titan's front side—the shield barriers near the cargo hold are still active. Once Control Panels 3 and 4 are destroyed, the reactor room's doors are blown open and the remaining shield barriers in Corridors 3 and 4 are removed.

TIP



The Titan's sensors can detect enemy troops moving through the corridors. When defending, listen for the Titan's audible announcements to quickly hunt down intruders. Or prepare for them by clogging the corridors with infantry.

Reactor Room



The reactor core sits at the center of this large, white octagonal-shaped room. When all four control panels are destroyed, this room can be entered through the front or back doors. There are a number of walls that defenders

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and attackers can use for cover, including the transparent barriers opposite the doors. These transparent barriers protect the core from exterior attacks, so all attackers must enter the reactor room to inflict damage on the core.

The core is susceptible to damage from firearms and explosives. If using RDX, place it around the core's base, using all five charges in the inventory—you won't need it after this anyway. Always tell teammates to vacate the room before you set off the charges, otherwise they'll probably die. If no explosives are available, simply open fire on the core, shooting directly into the arc of energy to register damage.

VEHICLES

When the core goes critical, you have approximately 20 seconds to vacate the Titan before it explodes. Run out through the reactor room's back door to enter the cargo hold. From there, sprint out onto the aft deck and jump off the back of the Titan. Don't forget to deploy your parachute on the way down.



Use two squads when assaulting the Titan, one attacking Corridors 1 and 3 and the other taking Corridors 2 and 4. Once all four control panels are destroyed, converge on the reactor room to quickly knock out the core.



TEAM PLAY

Team play has always been a significant component of the *Battlefield* games. However, communication and organization are more important than ever in *Battlefield 2142*, especially when playing the new Titan mode. Even if you're just interested in boosting your stats and earning unlocks, team play is the way to go, offering ways to earn points and to experiment with unlocked equipment through the new field upgrades. In this chapter, we take a look at the communication system, the chain of command, and team logistics, and offer some general team strategy for the various game modes.

COMMUNICATION

Establishing and maintaining good communication is essential in any team effort. This is particularly true when tasked with assaulting a heavily defended Titan. As in the previous installment, *Battlefield 2142* provides three basic methods of communicating with your squad, team, and other players on the server.

VOIP

VoIP, or Voice over Internet Protocol, allows for voice communication among squad members and between squad leaders and the team commander. No additional software is required because VoIP support is included with *Battlefield 2142*. Simply connect a headset equipped with a microphone to your computer and adjust the mic's sensitivity under the game's audio settings. Before joining a server, make sure it supports VoIP, indicated by the headset icon on the left side of the server name.

Squad members can speak to each other by pressing and holding [V] while talking—just like a CB. Commanders and squad leaders can talk to each other by holding down [B]. When a player talks, the player's name and a speaker icon appear on the left side of the screen. The speaker's position on the mini-map is highlighted in yellow, showing the player's location.

VoIP allows for detailed communication, paving the way for complex squad tactics. These are useful when coordinating ambushes or staging Titan assaults. Try rushing a lonely defender on the count of three, for example. You can provide targeting corrections while a squadmate pounds an enemy position with the APC's mortar from beyond visual range, or you can tell your spawning squad members which kits to enter the battle with.

VoIP makes communication easy and fun, taking team play to a whole new level. The in-game VoIP function, however, has its limits. Players on the same team cannot speak to each other unless they're in the same squad—and forget about taunting the opponent you just knifed. But there are other in-game options to bridge these gaps.

Third-Party VoIP Software

Some clans use external software like Ventrilo and Team Speak to overcome the in-game's VoIP limitations. These third-party programs allow for broader communication and elaborate customization. For example, all players can enter the same room and talk at once. Or players can break into smaller groups by creating new rooms, even mirroring the game's division of teams and squads. While these programs aren't necessary, being able to speak to everyone in the game has its advantages, especially when practicing for tournament-style play.

Ventrilo:

<http://www.ventrilo.com>

Team Speak:

<http://www.goteamspeak.com>

CHAT



Typed and Commo Rose messages appear below the kill messages in the top left corner of the screen. Watch for messages in green text—these are sent by squad members.

As with most multiplayer games, you can type out messages to chat with other players.

Key	Channel/Send Message To:
[J]	All players in game
[K]	All players on your team
[L]	All players in your squad

Compared to VoIP, chatting through typed text seems like a major step backward.

But sometimes it's the only way to get your team on the same page—especially if you don't have a microphone. Chat is the only way to communicate with players on the other team. It also allows you to send detailed messages to players on your own team or squad.

To chat, open the correct channel (see the table above), type your message, and press [Enter] to send it. The message appears in the top left corner of the screen, below the kill messages.

The downside to this type of communication is that it takes time. While you are typing out your message, you are unable to control your character and may get killed while you are communicating. Find a safe place before you start typing out messages, or devise a form of shorthand to keep your messages brief. You don't want the people receiving your messages to get killed while they are reading them, either—at least not those on your team. There's also a strong possibility that your typed message won't be read at all by fellow players, who may be preoccupied with blasting enemies. Consider typing in all caps to make the message stand out, and use chat communication as a last resort.

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As in most first-person shooter games, you can chat while moving. While holding down **[W]**, open the appropriate channel. Once the chat prompt appears, release **[W]** and type your message. You continue moving forward until the message is sent.

COMMO ROSE

The Commo Rose is back from *Battlefield 2*, providing a quick way to send canned messages to your teammates. Press **[Q]** to open the Commo Rose, then move your mouse to highlight one of 11 common messages.



The Commo Rose is a quick way to share information with your team. Hold down **[Q]** and move the mouse to select a canned message. Left-click to send it.

Spotted	Roger That	Need Medic
Go, Go, Go	Negative	(Need Repairs*)
Need Backup	Thank You	Need Ammo
Need Pickup	Sorry	Follow Me
(Get In*)		(Bail Out*)

* If you are in a vehicle, some of the messages will change to reflect the context of your situation.

Highlight a message, then left-click to send it. Your team not only receives a text message, but also hears it spoken. Depending on the context, visual cues also appear on certain player's screens or maps. For example, a Need Medic message shows assault troops where the sender is located; a Need Ammo does the same for support troops. The system works in reverse, too, showing the sender where the requested support is located. This makes it easy for teammates to rush toward each other. Use this function to quickly track down the closest med kit or ammo hub.

The Spotted message is in the center of the Commo Rose. It is meant to be centered over a target before being sent. Placing the reticule over infantry or an empty spot before sending this message sends an Infantry Spotted message, while placing the reticule over a tank or other vehicle sends an appropriate message on the type of target. You can even send messages while using the sight or scope view from your weapon. This ability makes the recon kit even more valuable to observers, because they can call out enemy vehicles from a distance.

If playing as a squad member, squad leader, or the commander, you can issue orders or request support in the 3D map view by holding down **[T]**. This opens a different set of options based on the role you're playing. For instance, squad members can request commander support or orders and spawn beacons from their squad leader. Squad leaders can request commander support and orders as well as issue attack orders to their squad. Commanders can use this function to quickly deploy support actions or issue orders.

TEAM PLAY

But before selecting an option, make sure you're aiming at the precise point where you intend the support or order to be deployed. Use the **[T]** function when it isn't safe to take your eyes off the battlefield to access the Commander mode or Squad screens. It's also useful when precision is needed to accurately place supplies or orbital strikes.

THE CHAIN OF COMMAND

As in *Battlefield 2*, a hierarchical command structure is in place to streamline the flow of orders and communication. Each player has a specific role in this chain of command, whether playing as the commander or as a low-ranking squad member. Even lone-wolf players can contribute to the cause.

COMMANDER

The commander occupies the top position in the chain of command and is responsible for issuing orders to squads and providing them with support through the commander stations. Any player can apply to become the commander early in a round by accessing the squad screen (press **[Caps Lock]**)

and click the *Apply* button at the top of the squad list on the left side of the screen, next to the *Commander* label.

A commander is chosen automatically, based on the rank of the applicants. Higher-ranking players get first dibs, and may accept the commander position or decline it, at their option. If the highest-ranking player declines, the opportunity is passed to the applicant with the second-highest rank, and so on. If given the choice to become commander, press **[Pg Up]** to accept or **[Pg Dn]** to decline.



The commander mode screen provides a wealth of information. Toggle to the map's third zoom level by pressing **[N]** to get a live satellite image of the battlefield.



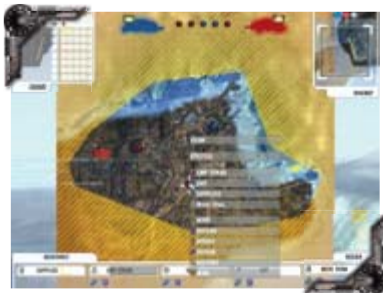
Commanders can access the unique commander mode screen by pressing [Tab], which gives them a top-down view of the battlefield, as well as the ability to issue orders and provide support. The map view has three levels of zoom, toggled by pressing [N]. At the highest zoom level, the commander can view real-time satellite imagery of the battlefield and spot individual players moving about. The maximum zoom level is useful when dropping supplies or targeting enemy vehicles with an orbital strike. The map view can be scrolled by using the standard movement keys ([W], [S], [A], [D]) or repositioned by clicking on the mini-map in the top right corner.

The commander mode screen also features, in the top left corner, a list of the team's squads, each assigned a number. Press the corresponding number on the keyboard ([1]–[9]) to select the squad, then right-click on the map to issue the squad an order. Six orders can be issued in this manner: *Move*, *Defend*, *Attack*, *Repair*, *Destroy*, and *Mine*.

Once an order is issued, the squad leader may opt to accept or decline the order. If accepted, the order is relayed to the squad members, and the appropriate order icon appears on their mini-maps as well as on their HUDs. The order icon in the map view remains gray until the order is accepted; it times out after a few seconds. It's best to back up orders by repeating them aloud by holding down [B] while speaking to the squad leaders. First, address the correct squad (Alpha, Bravo, Charlie, etc.), then tell them what to do and where. Squad leaders might overlook on-screen orders during chaotic firefights.

Commander Support

The commander support buttons appear at the bottom of the commander mode screen. These options allow the commander to assist squads anywhere on the battlefield. Simply click the appropriate support button, then click on where to deploy it in the map view. With the exception of *Supplies*, all of these support options are made possible by stations located on the map, usually at the team's base. Each station can be destroyed by the opposing team, denying the commander access to the corresponding support options. Although the stations are extremely durable, they're vulnerable to the recon kit's RDX demo packs and the gunship's TV-guided missiles—it takes two demo packs or three TV-guided missiles to knock out a station. Players get points for destroying the opposing team's commander stations, making them even more attractive targets. But stations can be repaired with the engineer's blowtorch or a supply crate dropped nearby.



Issue orders to squads by right-clicking on the commander mode's map. Support can also be deployed in this manner.

TIP

Incoming support requests from squad leaders appear on the commander mode screen's map as icons. Click on these icons to grant or deny the support. These support request icons contain the precise targeting coordinates designated by the squad leader. Don't ignore these icons by placing your own support on or near them. Chances are the support won't deploy where the squad leader needs it.

Orbital Strike

The new orbital strike drops high-explosive munitions in a wide area, similar to the shell-based artillery in *Battlefield 2*. The rockets fire faster, however, and are a bit more accurate, packing the target area with a rapid succession of explosions and killing any nearby infantry and destroying lightly armored vehicles. Healthy APCs, tanks, and battle walkers can withstand an orbital strike barrage, although they will take heavy damage. But even these armored vehicles can't withstand a direct rocket hit. All orbital strike kills are credited to the commander.



Orbital strikes don't distinguish between friend and foe, potentially resulting in team kills. Always double-check the position of teammates on the mini-map before ordering an orbital strike. At the very least, give squad leaders a heads-up before dropping rockets near their location. Keep the orbital strikes going as much as possible, prioritizing squad leader requests. If the squad leaders aren't requesting orbital strikes, locate high concentrations of enemy units using either the radar scan or the map's maximum level of zoom. It takes approximately one minute for the orbital strike to recharge after a barrage, so don't waste it on individual targets. Instead, center it on choke points (like bridges) or other areas where multiple enemies are clustered.

NOTE

Orbital strikes are available only in Conquest mode—use the Titan's massive underside turrets as mobile orbital strikes in Titan battles.

EMP Strike

EMP strikes allow commanders to temporarily disable enemy vehicles with a strong EMP blast fired from an orbiting weapons platform. Communication between the commander and weapon system in space is established through a satellite relay system, usually located at the team's base—and vulnerable to sabotage. Unlike orbital strikes, EMP strikes have a narrow area of effect, useful for targeting individual vehicles. For best results, maximize the zoom on the map view to locate a vehicle and place the EMP strike's crosshairs directly over it. Left-click to fire.

The incoming EMP blast takes a couple of seconds to reach the Earth, so make sure the target is stationary; otherwise it may miss. A direct hit will cause the vehicle to lose all movement and weapon functionality for approximately 20 seconds, making it a sitting duck for friendly infantry, tanks, or aircraft. Try to use it as a close-support weapon, giving friendly units on the ground the opportunity to knock out the disabled vehicle or escape. Like all EMP weapons, EMP strikes also affect infantry, temporarily scrambling their HUDs. Focus on disabling high-value targets like tanks and battle walkers to get the most out of this weapon.

UAV

The UAVs work just like the ones in *Battlefield 2*, revealing enemy types and positions at the targeted location. Once deployed by the commander, UAVs are automatically controlled through the white UAV units located at the team's base. UAVs

remain airborne for only about 20 seconds and have a scan diameter of about 100 meters, so target areas close to friendly ground units for optimal results. For instance, consider scouting ahead with a UAV when sending a squad in to assault a control point or silo.

The UAV detects all enemy units within its search diameter, whether it has line of sight or not. This is useful for locating pesky snipers or other defenders hidden inside structures. Enemy positions are automatically relayed to each team member's mini-map, showing up as red dot icons (for infantry) and red vehicle icons. These positions are *not* relayed to the team member's HUDs through the networked battlefield system. When relying on UAV support, keep an eye on the mini-map to locate enemy units.

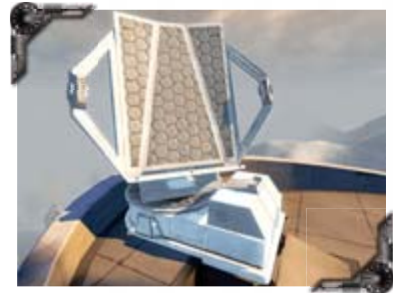


TEAM PLAY

Scan

The radar scan is another holdover from *Battlefield 2*, taking a quick snapshot of the entire battlefield and identifying the locations of all enemy units. These scans are conducted by the large radar station at the team's base. Unlike the UAV, the radar scan is for the commander's eyes only, and is isolated to the commander mode screen's map. It also doesn't identify unit types—infantry and vehicles alike show up as big red dots.

The information expires quickly, too, because it doesn't track the movement of units. But it does scan the entire map, giving the commander a quick view of enemy locations, and is useful for spotting high concentrations or flanking maneuvers. Always run a quick radar scan before dropping an orbital strike on an empty piece of land. The radar regenerates quickly (in about 20 seconds), faster than any of the stations, which allows for nearly continual scans of the battlefield. Keep running scans as soon as they're available. Despite shortcomings, radar scans are a good way to maintain situational awareness, helping commanders effectively deploy their squads to the right locations at the right time.



Supplies

Supply crates are dropped from the sky, helping restock and heal units on the ground. Both infantry and vehicles benefit from supply crates and can heal, rearm, and repair themselves by moving within close proximity. Deliver supply crates

upon squad leader requests or deploy them at high-traffic front-line positions, where vehicles require constant repairs and engineers need a steady supply of ammo and mines.

Enemy units cannot stop supply drops, as this option does not rely on any ground station to function. But all units can use supply crates, regardless of which commander dropped them. So carefully consider placement before dropping one. These crates can be destroyed, so keep them out of the line of fire. Since infantry can carry their own supplies (through the assault and support kits), focus on using supply crates to repair vehicles or damaged commander stations. Use the zoomed-in map view to accurately drop crates. This is particularly important when dropping them near commander stations—the crate must land right next to the station or it won't be repaired.



TIP

Watch out for incoming supply crates! If one lands on you, you're dead. Commanders can score kills with supply crates by dropping them on stationary infantry. This is a great way to crush snipers or the enemy commander. They'll never see it coming!

Move Titan

In Titan mode, the commander is the only team member who can fly the Titan around the map. Like the other support options, this is accomplished through the commander mode screen. After clicking the *Move Titan* button, select

the Titan's destination by clicking on the map. However, the Titan moves extremely slowly, so consider moving it incrementally, from one adjacent silo to the next.

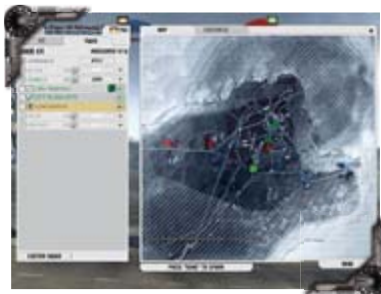
Keep it away from the enemy's Titan unless the shields are still up. If the Titans are close to each other, infantry have an easier time boarding. With no artillery support in these battles, use the Titan's four massive underside turrets to pound enemies on the ground. If the Titan is parked over a silo, its crew can defend it all by themselves, blasting any attackers with the turrets.

TIP

The Titan's hangar is the safest place on the battlefield. Because of its independent shielding system, it can never be infiltrated by enemy troops. Always stay in the hangar when conducting business on the commander mode screen. Still, stay near the turret consoles to avoid getting smashed by incoming friendly aircraft seeking repairs.

SQUAD LEADER

When it comes to winning battles, squad leaders are the most valuable team members on the battlefield. In addition to being a critical link between the commander and the rest of the team, squad leaders can serve as a spawn point (and deploy spawn beacons), keeping their squad in the heat of the battle.



The squad screen shows the team's squads in the list on the left, as well as the squad leaders' positions on the battlefield in the map view.

Any player can become a squad leader by opening the squad screen ([Caps Lock]) and clicking the *Create* button next to the *Squad* label in the list on the left side—or press [Insert]. This creates a new squad, under the generic Alpha, Bravo, Charlie, etc. designations. To create a squad with a unique name, click the *Custom Squad* button at the bottom of the list, and enter a custom name of no more than 10 characters. Whoever creates a squad automatically becomes the squad leader—but that doesn't necessarily mean the creator is ready to lead troops into battle.

Populate your newly formed squad by inviting players to join. In the squad screen, click the *Manage Squad* button at the bottom of the list to open a new side menu. Here you can select from a list of teammates. Place check marks next to five names and click *Apply*. This sends invitations to the selected players, which they can accept or decline. New players may not know how to join a squad, so this is a good way to get them involved.

The *Manage Squad* menu is also used to kick players off your squad or mute their microphones. Place a check mark in the corresponding box next to the squad member's name, and click *Apply* to boot or mute them. Only the squad leader can invite players to or remove them from the squad.

TIP

If the entire team appears to be a lost cause, your first inclination may be to hop into the commander seat. Your leadership skills are actually much more effective in a squad leader role, however, especially if there aren't that many squads to begin with.

Only squad members can spawn on their squad leader or the spawn beacon deployed by their squad leader. But these spawn points only work as long as there's at least one other spawn location on the map. If all control points are held by the enemy in Conquest Assault or Double Assault battles, the squad leader's spawn functions are disabled.



The squad leader's spawn point shows up as a green dot on the spawn screen. If the squad leader is in a vehicle when you spawn, you re-enter the game in the same vehicle—assuming there are enough open crew positions available.

It's possible to order a squad around from any position on the map, but it's best to stay with the squad members so they can use the spawn point in the event they die. This makes it much easier to apply consistent pressure against enemy-held control points. But this spawn point is available only when the squad leader is alive, so avoid taking unnecessary risks. In fact, hold back and provide suppressing fire until the squad has cleared out the area around a contested flag or silo.

TIP

The number of squads required differs based on the size of the teams. In most 16-player battles, a team can get by with two squads. But in 32-player games, a team should be split into at least four squads. Even more squads are necessary in huge 64-player battles; each team can have a total of nine squads. It's up to the commander to suggest the formation of new squads. If there aren't enough squads, consider dividing six-man squads or persuading some lone-wolf players to create their own through the team chat function.

Squad Management



Invite players to your squad through the *Manage Squad* menu. Use the same menu to kick players off your squad.

or weapons are needed and elaborate on the squad's current objective.

Squad members are much more likely to respond to orders when voice communication is established. Voice communication also allows for greater coordination when attacking or defending. Keep in contact with the commander, too, holding down **B** to orally request orders or other information. Accept or decline incoming orders from the commander by pressing **(Pg Up)** or **(Pg Dn)**, respectively.

Squad leaders can issue orders themselves by right-clicking on the map in the squad screen, which is recommended whenever the commander fails to give orders. Accepted and issued orders appear as icons on each squad member's mini-map, as well as on each member's HUD. Right-clicking on the squad screen map also allows the squad leader to request artillery, orbital strikes, UAVs, and supply drops.

These orders are best issued in the 3-D map. Simply aim where the support is needed and hold down **T** to bring up the support menu. Select which support option is required to relay the precise targeting information to the commander, who can then accept or deny the request. Keep in mind that not all support options may be available because of recharging downtime, station damage, or a vacant commander position. Strive for self-reliance within the squad and don't become overly dependent on support from the commander.

The squad leader's primary objective is to keep the squad on task. This is best accomplished through constant communications and the order system. Stay in contact with squad mates, holding down **V** while speaking through a microphone. Tell them what type of kits

Field Upgrades



Keep up the good work and your squad will be eligible for a field upgrade! Watch the green status bar in the top left corner of the screen to monitor the squad's progress.

is shown in the green meter in the top left corner of the screen. Once the meter is full, a field upgrade is awarded, allowing each squad member to select one locked item from the kit customization system.

As with normal unlocks, only adjacent items in the upgrade tree can be selected. All unlocks achieved through field upgrades are temporary, lasting as long as the player remains on the server, regardless of which squad or team the player moves to. This is an excellent way to try out new equipment before spending hard-earned unlocks.

There are no limits to how many field upgrades a squad can earn, so the longer the squad is effective, the more temporary unlocks it will access. Leaving a squad before an upgrade is awarded removes the field upgrade status bar, however, as well as the player's ability to earn a temporary unlock, so find a good squad and stay with it. The field unlock value carries over from round to round.

New to *Battlefield 2142* are the field upgrades, available only to players in squads. Effective squads earn squad points for accomplishing certain tasks, such as following orders or supporting squad members with support items—see the following table.

The accumulation of these communal points

Squad Points

Action	Squad Points
Squad Member Motivator (for kills performed within the squad leader's order radius, but not Move To)	0.5
Heal (if healed player is a squad member)	1
Revive (if revived player is a squad member)	1
Resupply (if supplied player is a squad member)	1
Repair (if repaired player is a squad member)	1
Driver Assist (drivers get bonus points if a passenger kills from the vehicle)	0.5
Hill Assist (>50% health before other player's kill)	0.5

TIP

The bulk of squad points are earned through kills, but an active order must be placed near the squad's position for these points to count. As the squad leader, always issue an attack or defend order within the squad's area of operations to maximize squad points and expedite the achievement of field upgrades. If your squad leader isn't issuing orders, request them.

SQUAD MEMBER

While squad leaders coordinate and help the squad stay in the battle, it's the squad members who get the job done. When entering a game, browse the available squads on the squad screen and join one. Before spawning, check the kit icons next to each squad member's

name in the squad list. Choose a kit that supplements the squad's capabilities. For instance, if it has no engineers, spawn in as an engineer to provide the squad with anti-armor capability. Or spawn in with an assault kit to provide medical support. If unsure, simply ask the squad what kit or equipment is needed most.

Once in the game, stay within visual range of the other squad members to provide fire or logistical support as needed. Keep the communication lines open by holding down **[V]** to speak with the squad. Squad members cannot issue orders, but they can request support by right-clicking on the squad screen map or by pressing **[T]** and selecting the type of support needed. All support requests automatically go up the chain of command, and must be accepted by both the squad leader and commander before the support is deployed.



Avoid wandering out of your squad's visual range. Instead, stay close by so it can support you and vice versa.

LONE WOLF

Lone-wolf players are at a major disadvantage because of the game's heightened emphasis on team play. However, those wishing to play alone can still make a contribution to the team effort. Stay in the loop by creating a squad and immediately locking it so no other players can join—click the lock icon next to the squad's name in the squad list. Consider creating a custom squad and naming it "Sniper" or "Recon" to better communicate your solo role. Creating a squad allows the lone-wolf player to stay in contact with the commander, request support, and even earn field upgrades. While solo players can make an impact with any kit, the recon kit is particularly popular, as it is useful for sniping and sabotaging commander stations. Lone-wolf players can take up supporting roles, too, by dropping med kits or ammo for other squads or racing around the map in an FAV as an engineer, conducting repairs on friendly vehicles or the commander stations. One thing lone-wolf players shouldn't do is attack heavily defended control points or Titans. Even unorganized squads maintain the advantage over a player attempting to win the battle solo.

NOTE

A maximum of nine squad slots are available to each team. Don't hog a squad slot by yourself if the squad max has already been reached. Open the squad to new members or leave the squad and play as an unassigned player.

Team Kills: Punishment and Forgiveness

When the friendly-fire option is activated on the server, team kills will follow. If you become the victim of a team kill, don't rush to judgment. A majority of team kills are purely accidental, particularly on ranked servers. In some instances, your death might have been your fault. Did you step out in front of a speeding vehicle? Or maybe you ran in front of your squad's support soldier while he was laying down suppressing fire.

Whatever the situation, wait a few seconds before punishing or forgiving a team kill. While choosing a new kit in the spawn screen, listen or watch for incoming apologies. Make a habit of forgiving most teammates (**[Pg Dn]**), especially those who apologize—what goes around, comes around. Reserve punishment (**[Pg Up]**) for clearly intentional team kills—like the guys who shoot anyone who gets near the team's gunship spawn point. Don't seek revenge by hunting down the offending players—they'll lose points for the punished team kill.

Scan the scoreboard periodically and look for players at the bottom of the list with double-digit negative scores—these folks are probably full-time team killers. Get the ultimate revenge by initiating a vote to boot them off the server.



TEAM LOGISTICS

In the earlier installments of this series, supplies were scattered around the maps, easily accessible by all players. But this all changed in *Battlefield 2*, which required teams to deploy their own supplies. The same logistical system is carried over into *Battlefield 2142*, putting the onus on the team's commander and squads to heal, repair, and rearm themselves.

As discussed earlier, the commander can supply units on the ground with supply drops. These crates are best deployed at defensive positions, or wherever high-value vehicles (like tanks and battle walkers) require repairs. Vehicles can park next to a supply crate for slow but steady repairs. The repairs continue till the vehicle's health is at maximum, the vehicle moves out of the supply crate's support radius, or the supply crate is destroyed.



Reserve supply crates for front-line vehicles like tanks and battle walkers.

Supply crates don't provide an endless amount of provisions. After dispensing a pre-set amount of ammo, medical, or repair support, the crate self-destructs. Commanders must keep dropping fresh supply crates throughout the battle.

TIP

Some players park their tanks in front of supply crates during duels, protecting the crate while receiving constant repairs. This gives them an advantage, but given the slow rate of repairs offered by the supply crate, it doesn't make them invincible. If your opponents try this, flank them, hitting their side or rear armor to maximize damage. Or simply overwhelm them with firepower from multiple tanks, battle walkers, or engineers.

At the squad level, each squad should be self-sufficient, providing its own ammo and medical support. At the very least, each squad should have one assault kit and one support kit at all times. The assault soldier is the new medic, capable of dropping med kits and, with the defibrillator unlock, reviving teammates. As in *Battlefield 2*, the support soldier can drop ammo, a vital asset to all teammates, especially engineers who run out of rockets and mines very quickly. Set up mini-supply depots when defending at control points, silos, or in the Titan. Drop a med kit and an ammo hub in a spot all squad members can easily reach, preferably behind cover.

If the squad relies on vehicles to get around, engineers are important. When in a vehicle, engineers can extend their repair capabilities to nearby vehicles, turrets, and commander stations. For instance, two tanks, each driven by an engineer, can repair each other when within close proximity, even while moving.



When defending the Titan corridors, drop supplies near the consoles, allowing the team to rearm and heal after fending off attacks.

Repairs are conducted much more slowly in this manner than with the engineer's blowtorch, but staying inside a vehicle allows the engineer to remain protected and to return fire. Choose the engineer kit when driving a vehicle, and always try to team up with a second vehicle also driven by an engineer (indicated by the rocket icon above the vehicle).

Assault and support soldiers can also extend their healing and rearming capabilities to passengers and nearby units when driving or riding in a vehicle.

TIP

The landing pads and Titan hangars repair and rearm aircraft. But a landing pad can be used only if its control point/silo is friendly or neutral, so make the distinction before setting down. The enemy's Titan hangar is always protected by a shield, so don't even bother trying to land there.



III TEAM STRATEGY

No battle plays exactly the same. That's the beauty of *Battlefield*. Regardless of how many hours you've played, each gaming experience is entirely unique. There are, however, general strategies and tactics that teams can apply to get the upper hand.

Surprisingly, even some *Battlefield* veterans aren't well versed in the rules and nuances of each game mode. But a basic understanding of these rules allows teams to tailor effective strategies, helping secure victory after victory.

CONQUEST HEAD-ON

In Head-On battles, both teams have bases that cannot be captured. Because each team has a permanent spawn point, these battles must be won through attrition by depleting the enemy team's ticket count. The best way to do this is by holding a majority of the control points to bleed the opposing team's tickets. For example, if there are five control points (including the bases), your team must hold at least three to initiate a ticket drain.

The ticket drain causes a steady loss of tickets, but the rate of loss is not increased with the capture of additional control points. Don't spread your team thin by attempting to capture and defend every control point on the map. This leads to endless flag chases, reminiscent of a game of whack-a-mole. Instead, capture and defend the barest majority (50 percent plus one) of control points. This allows for more manpower on defense at each control point, helping maintain the ticket drain throughout the battle.

It may sound easy enough, but persuading the team to stay on defense is difficult—especially when team members think they're winning. Squad leaders stand the best chance of keeping the team in line, explaining to squad members why the team is defending. If necessary, compromise with your trigger-happy and stat-hungry troops, telling them they can attack as soon as the team has a 100-ticket advantage.

An organized and disciplined team realizes the strategic and tactical advantages of digging in and letting the enemy come to it. Use lulls between attacks to stage elaborate ambushes with explosives or concealed vehicles. As long as a control point is held by your team, you can count on a steady stream of attackers to arrive. Just be patient.

CONQUEST DOUBLE ASSAULT

Double Assaults are similar to Head-On battles. But in these small-scale conflicts, every control point on the map is up for grabs—there are no true bases. These battles can be won through attrition, or by capturing every control point on the map, denying the enemy any spawn points. In many respects, Double Assaults require much more defensive discipline—if nobody stays on defense, the team loses. Start by assigning one small squad to defend the starting control point. Then use the rest of the team to attack, capturing a majority of the control points to initiate a drain on the enemy ticket count.

Maintain the drain by defending for a few minutes to establish a ticket count advantage before attempting to capture all of the control points. When going for the decisive victory, lock down the held control points with infantry while sending in tanks or battle walkers to assault the enemy's last control point.

CONQUEST ASSAULT

Many of the battles in *Battlefield 2142* are Assaults, with the EU as the defender and the PAC as the attacker. During Assaults, the defender holds all (or most) of the control points except for the attacker's base, which can't be captured. The defender can win the battle through attrition only, by depleting the attacker's tickets. The attacker can win through attrition or by capturing all of the control points on the map.

The defender's ticket count can never be bled, however, no matter how many control points the attacker takes. Although the attackers begin with more tickets, they begin with a ticket drain too, imposed till they capture a control point. The defender can prolong the initial ticket drain by locking down all of the control points and isolating the attacker to its base.

Because of the geographical layouts of these maps, most assaults are linear, with a clearly defined front-line control point backed up by several control points to the rear. Attackers should always try to break away from linear attacks and look for flanking opportunities. This is easiest if air units are available to drop troops on rear positions to open new fronts. Study the maps in this guide to identify and capture first the control points that produce the most valuable vehicles for the defender—denying the defender access to aircraft, tanks, and battle walkers greatly reduces its chances of holding out.



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Capture the control point where the defender's commander stations are located too, eliminating its ability to use artillery, UAVs, radar scans, and orbital strikes. Force the defender to make its last stand at the weakest control point on the map, preferably where players spawn in the open, making them easy targets for advancing tanks and battle walkers.

The defender must prepare for the worst at the front line, while maintaining a light presence at the rear control points. The bulk of the team is needed at the front line, using every available weapon to stop the attacker and prevent it from stopping its ticket drain. Front-line positions are notoriously light on armored vehicles, so move tanks and battle walkers (spawned at rear control points) to the front as soon as possible. Without these heavy vehicles as reinforcements, front-line defenders won't last long.

Players defending the rear control points should man AA turrets to knock down any airborne assaults. If the attacker gains a foothold, consider falling back and consolidating forces around two or three key control points instead of counterattacking. This exploits the map's bottlenecks and inflicts heavy casualties on the attackers. A defender can win the battle with only one control point, so avoid unnecessary (and costly) attacks—ultimately, it often costs more tickets to attack a control point than it does to defend one.

TEAM PLAY

TITAN MODE

Executing a winning strategy in the new Titan mode requires constant communication and coordination, testing the teamwork skills of even the most organized teams and squads. Each team should try to quickly capture (and defend) at least three out of the five silos, ensuring that the enemy Titan's shields are down before the team's Titan's shields fail. To prevent a chaotic flow of changing orders, commanders should assign each squad to a particular silo, charging it with assaulting, defending, and counterattacking the silo for the entire battle. Such focus keeps squads from rushing all over the map and accomplishing little.

Once the enemy Titan's shields are down, a couple of squads should be assigned to assault its interior while the rest of the team stays on the ground and defends the silos and the team's Titan. Even if the Titan infantry assaults are unsuccessful, maintaining control of the silos is a good backup plan, as each fired missile damages the enemy Titan. Plus, just attempting to assault the enemy Titan forces the enemy to tie up precious manpower for its defense, leaving fewer enemy troops on the ground—or assaulting the team's Titan.

The team that manages to simultaneously maintain a presence on its Titan, at the silos, and on the enemy's Titan stands the best chance of winning.



BELGRADE

In February 2140, the PAC's X and II Command Divisions swept through Serbia and trapped the EU 9th Armored Corps in the heart of Belgrade. A massive ice wall blocking its retreat, the EU force, inspired by General Emil Nikoli, staged a tenacious resistance. In March, the PAC's Northern Command Group arrived through recently annexed Bulgaria. Led by a swift, V-shaped formation of T-39 Bogatyr battle walkers, the bolstered PAC forces burst through the EU's eastern flank and forced their surrender. With control of Eastern Europe, the PAC turned its sights to the EU's central command in Berlin.

CONQUEST: 16 PLAYER



Pond



Playground

EU Strategy

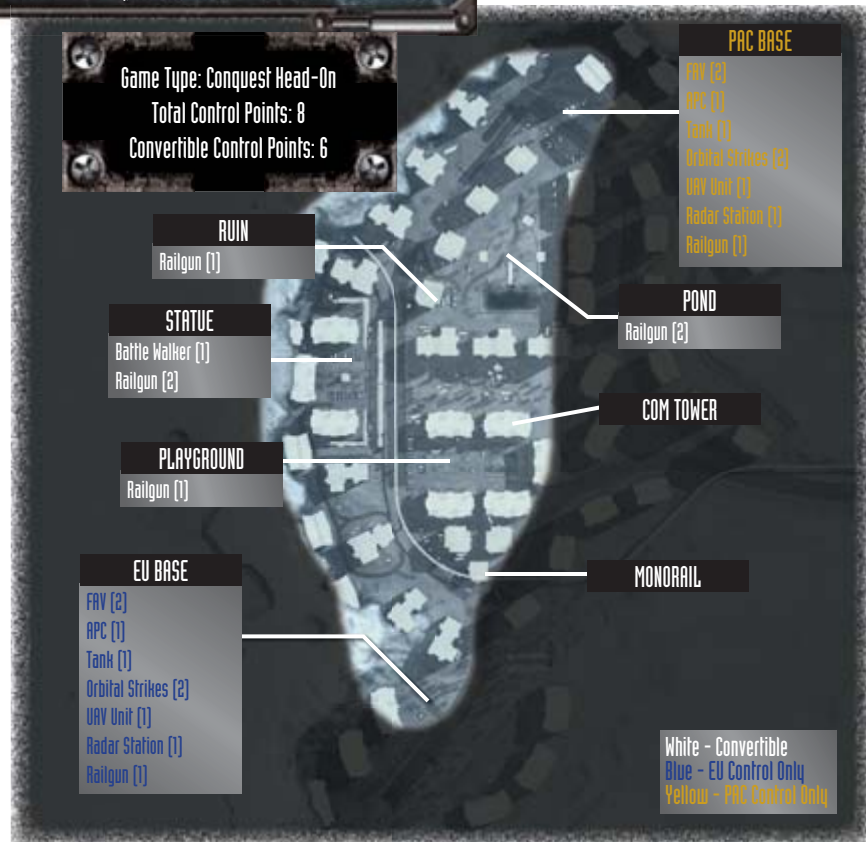
In this small head-on battle, the magic number is two, meaning your team needs to hold at least two control points to impose a drain on the PAC's ticket count. For the EU, this means holding the Statue and Com Tower. At the start of the battle, rush the Statue with the MK-15 Bandit and the L-5 Riesig. Meanwhile, send the remaining infantry pouring into the Com Tower via the alley just south of the Playground. Once both control points have been captured, take steps to hold them, including placing mines and sentry guns. Keep the L-5 near the Statue, as this control point is likely to see the bulk of PAC vehicle attacks. Don't worry about attacking the Ruin until your team has a significant ticket advantage.

PAC Strategy

Like the EU, the PAC needs to quickly capture and hold a pair of control points to bleed their enemy's tickets. The Ruin is a short walk from the Pond, so use infantry to convert this control point as soon as possible. The T-39 Bogatyr and UAZ-8 Ocelot should head for the Statue and prepare the grounds for immediate EU counterattacks originating from the Com Tower and Playground. Commander supply drops at the Statue are necessary to keep the T-39 and infantry defenders at full strength and stocked on ammo. Defenders at the Ruin should monitor the alley to the south, watching for EU troops attacking from the Com Tower. Sentry guns and anti-personnel mines can help lock down this path. Hold tight at the Ruin and Statue till the ticket count is in your team's favor.



CONQUEST: 32 PLAYER



PAC Base



EU Base

EU Strategy

This expanded battle features a few more control points, requiring your team to capture and hold a minimum of four to secure a drain on the PAC ticket count. As in the 16-player battle, draw your front line at the Statue and Com Tower while securing the Monorail and Playground in the rear. Use the MK-15 Bandits (filled to capacity) and the A8 Tiger to capture and defend the Statue, securing the only battle walker spawn point on the map. At the same time, move the AVM-2 Groundhog to the Playground, where infantry can fan out and capture the Com Tower and Monorail. After establishing a front line, hold it with infantry and the L-5 Riesig spawned at the Statue. Maintain control of the four southernmost control points as long as possible, bleeding the PAC ticket count in the process.

PAC Strategy

There's no way to quickly end this battle of attrition, so the PAC team is best off capturing and holding the four northern control points, using the same front line positions at the Com Tower and Statue. Grab the Statue as quickly as possible, rushing it with the UAZ-8 Ocelots and reinforcing it with the Type 32 Nekomata. Meanwhile, fill the BTR-4 Romanov and rush toward the Ruin, allowing the infantry to assault the Com Tower and Pond on foot. Expect the heaviest fighting near the Statue, and be prepared to counter with firepower from the T-39 Bogatyr and Orbital Strikes strikes. If other control points fall, quickly counterattack, but never leave the Statue undefended—the battle walker spawn point is far too valuable to give away.



III BASES & CONTROL POINTS

PAC BASE

Maps: 32 Player Only
Initial Control: PAC

Adjacent Bases/Control Points:
• Pond

This base serves as the primary source of vehicles for the PAC in 32-player battles. Although the base can't be captured, the numerous assets provided here make it worth defending. The main road to the southwest also provides a quick way for the PAC to move vehicles out into the map's center when going after control points like the Statue and Playground. The UAZ-8s should use this road early in the match to rush the distant control points. PAC players spawning at this base have two spawn points to choose from—a northern point near the vehicles and a southern point just meters away from the Pond.

Attack

As the battle rages in the map's center, consider going after the PAC's commander assets. Either grab an FAV or move out on foot. The base is usually deserted, except for the occasional players camping at vehicle spawn points. Gun them down or slip past undetected with the aid of active camouflage. Knock out the enemy commander's gear with demo packs, then steal a vehicle to rejoin the battle.

Defend

The commander assets alone are likely to draw plenty of attention from EU saboteurs. A lone railgun is the only defensive feature at this base, covering the road to the west. Defenders should expect most vehicular attacks to originate from this road. While the railgun is decent for defending against vehicle attacks, a sentry gun can help deter enemy infantry.

PAC Base Assets

PAC Control	16 Player	32 Player
UAZ-8	—	2
BTR-4	—	1
Type 32	—	1
Orbital Strikes	—	2
UAV Unit	—	1
Radar Station	—	1
Railgun	—	1



POND

Maps: 16 and 32 Player
Initial Control: PAC (16 Player)/
Neutral (32 Player)

Adjacent Bases/Control Points:
• PAC Base
• Ruin

Pond Assets

EU Control	PAC Control	16 Player	32 Player
—	UAZ-8	1	—
—	T-39	1	—
—	Orbital Strikes	2	—
—	UAV Unit	1	—
—	Radar Station	1	—
Railgun	Railgun	—	2

In both 16- and 32-player matches, the Pond is well within the PAC's sphere of influence given its northern position. This control point is the PAC team's

uncapturable base on the 16-player map, providing the team's only vehicles. But in the 32-player variation, the Pond is up for grabs.

Attack

The flag sits on top of a hill overlooking the large pond to the south. While infantry and some vehicles can cross the pond, it's best to attack from the hill's eastern or western slopes. A dirt road to the north makes it easy for vehicles to rush the hilltop and convert the flag. Given the height advantage of the defenders, speedy vehicle attacks are the best way to convert this flag.

Defend

The hill's high ground and low perimeter wall provide great visibility and cover for defenders. Two railguns are also located on the hill for added protection. But the perimeter wall blocks the view of both guns, preventing them from seeing beyond the hilltop itself. Still, both guns can be used to knock out vehicles attempting to rush the flag.

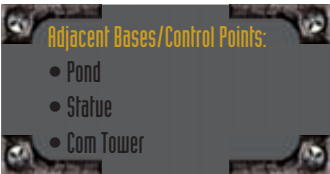
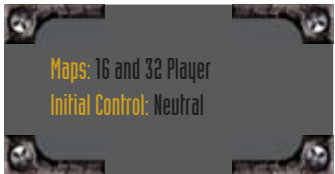


TIP Battle walkers can climb the steps on the hill's eastern and western slopes. Defenders may want to booby-trap these access points with explosives.



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RUIN



Given its central location and lack of defensive features, the Ruin control point is likely to change hands several times during the course of a battle. The flag is stuck in the ground at the southern side of a damaged skyscraper.

Attack

The general openness of the Ruin makes it tough even to approach on foot. Try to rush it with a vehicle whenever possible. Attackers can find some cover around the flag's base, useful during the conversion process. The building overhang can also provide protection from incoming orbital strikes, but it's best to stay away from the flag when you're not capturing it.

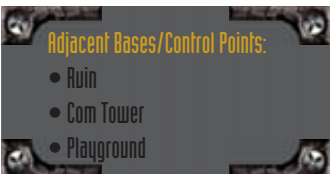
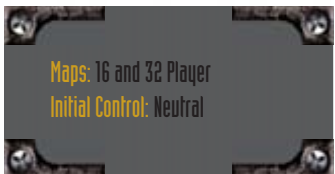
Defend

A railgun just south of the flag is a good way to blindside enemy vehicles attempting to rush this control point. Recon troops may want to defend from farther out, holding attackers at bay with their sniper rifles and demo packs. Defenders should keep an eye on the map and study which team holds the three surrounding control points to determine the most likely avenues of attack.



The Ruin can be captured from the second-floor office just west of the flag. Climb the pile of rubble outside the building to access this room. Once inside, move east, toward the flag, until you're inside the capture radius. This is a good defensive position for contesting flag captures, too—as long as you stay out of sight.

STATUE



The Statue is another central control point likely to see heavy fighting during both 16- and 32-player battles. But the stakes are much higher in 32-player matches as this is the only control point on the map that spawns a battle walker. Both sides must attempt to take this control point early and hold on to it as long as possible. In a battle this evenly matched, attaining a battle walker is just as important as denying the enemy one.

Attack

If the Statue is already held by the enemy, avoid the two main ramps to the east. Defenders are likely to be expecting attacks in this direction or are already facing this direction, distracted by the action near the Com Tower or Ruin. Instead, sneak along one of the snow-covered roads to the west to take the defenders by surprise. If you make it in unnoticed, hold your fire and approach the flag. Wait until the flag is at least neutralized before attempting to mop up the defenders.

Defend

Once captured, the Statue is relatively easy to lock down. The flag is surrounded by a low wall, preventing most vehicle rushes, but battle walkers can step over the wall. Mine the ramps to the northeast and southeast to knock out incoming vehicles. Don't ignore the snow-covered roads to the northwest and southwest, which are also potential avenues of covert attack. The two railguns to the north and south are capable of engaging attackers from any of these directions. Sentry guns and demo packs placed around the flag can help eliminate enemies that manage to slip through the outer defenses.



The wall surrounding the Statue is too high to jump over and the few access points may be booby-trapped or covered by sentry guns. Instead, hop onto the metal rubbish bins pushed against the wall and drop down on the other side.

Statue Assets			
EU Control	PAC Control	16 Player	32 Player
L-5	T-39	—	1
Railgun	Railgun	2	2



COM TOWER

Maps: 16 and 32 Player
Initial Control: Neutral

Adjacent Bases/Control Points:

- Ruin
- Statue
- Playground

Although the Com Tower control point offers no vehicles or defensive weapons, its central position makes it a valuable piece of territory. Situated in a small courtyard park tucked among skyscrapers, the control point is somewhat insulated from the chaos surrounding it.

Attack

The perimeter wall and nearby trees make it impossible for any vehicles other than battle walkers to approach the control point. But even walkers have difficulty navigating the narrow paths between trees, making them vulnerable to ambushes. For this reason, move in on foot, bringing along plenty of automatic weapons and a few shotguns, if available. Use the objects around the flag for cover and consider deploying a sentry gun or two to help fend off counterattacks.

Defend

Instead of camping out near the flag, move out among the trees and watch the control point from a distance. But before moving out, consider deploying some demo packs and sentry guns around the flag. Most attackers will funnel in through the alleys to the north or south. Use assault rifles and light machine guns to cut them down before they can even reach the flag. But keep an eye on the flag's status, and be ready to counterattack or detonate explosives if it's neutralized.

TIP

The park's trees and rocks provide excellent cover whether attacking or defending. Methodically advance from one piece of cover to the next to avoid getting shredded.



The Playground is the EU base in 16-player battles, spawning a couple of vehicles and serving as home to the commander's assets. This sparse courtyard features a few trees, a couple of swing sets and a basketball court—hardly enough cover for a full-scale battle. Players spawning at the Playground can get a quick jump on the Com Tower by advancing through the alley to the north.

Attack

Unless you're in a battle walker, it's impossible to get close enough to the flag to convert it. You'll usually need to take this one on foot. Still, use vehicles to get as close as possible before rushing the flag. The nearby apartments are likely to house snipers and other defenders using the flag as bait. Carefully survey the area (preferably with a UAV) before moving in to capture the flag.

Defend

The low wall surrounding the Playground offers some protection, preventing most vehicles from approaching the flag. A railgun is positioned near the main road to the west and can engage incoming vehicles from the north and south. If the control point is contested, recon troops (with sniper rifles) and engineers (with rocket launchers) can rain down heavy fire on the flag area from the second-story balconies to the north and south. These elevated positions provide a great view of the Playground as well as concealment.

TIP

Like the wall surrounding the Statue, the wall at the Playground cannot be leaped. Use the benches on the outer side of the wall to get a boost over.

Playground Assets

EU Control	PAC Control	16 Player	32 Player
MH-15	—	1	—
L-5	—	1	—
Orbital Strikes	—	2	—
UAV Unit	—	1	—
Radar Station	—	1	—
Railgun	Railgun	1	1



PLAYGROUND

Maps: 16 and 32 Player
Initial Control: EU (16 Player) / Neutral (32 Player)

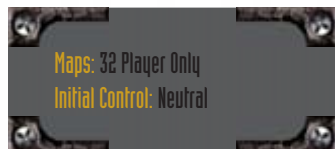
Adjacent Bases/Control Points:

- Com Tower
- Statue
- Monorail



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MONORAIL



Maps: 32 Player Only
Initial Control: Neutral



Adjacent Bases/Control Points:
• Playground
• EU Base

Sitting just south of the EU Base, the Monorail is likely to stay under EU control for most of the battle. The flag sits at the base of the elevated station platform, flanked by two railguns.

Attack

Virtually no cover surrounds this control point, making it a great candidate for a vehicle rush. Approaching on foot is too risky, as the area is probably covered by snipers positioned in the station platform or along the monorail track. On the way in, open fire on the two railguns posted near the flag. Make sure teammates unload near the flag to speed up the conversion process.

Defend

No barricades protect the flag from vehicle rushes, requiring defenders to use the railguns or explosives to deal with such threats. Instead of staying on the ground, where there's little protection, infantry are better off watching the flag from the elevated platform or on the actual monorail track to the west. This is possible by entering the covered station platform and simply jumping over to the track. Once on the track, it's possible to advance north, toward the other control points, avoiding the carnage below.



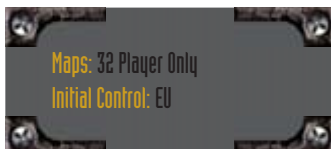
Advancing along the monorail track allows players to slip past the front lines and stage raids on northern control points like the Ruin or PAC Base. Such maneuvers are best performed by recon troops equipped with active camouflage.



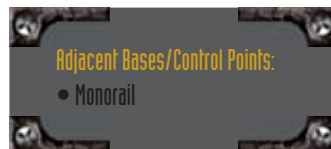
Monorail Assets

EU Control	PAC Control	16 Player	32 Player
Railgun	Railgun	—	2

EU BASE



Maps: 32 Player Only
Initial Control: EU



Adjacent Bases/Control Points:
• Monorail

The EU Base is located near the southern edge of the map, comfortably removed from the bulk of the fighting. But since this is where the bulk of the EU's vehicles spawn, that team will need to take steps to keep it safe from PAC sabotage and theft. Like the PAC Base, this one has two separate spawn points. Those wishing to grab a vehicle should spawn at the southern point while those moving out on foot should spawn at the northern point.

Attack

To avoid a long walk, grab a UAZ-8 or other vehicle before heading out for the EU Base. Even if attacking from the Monorail, it's a long uphill climb and there's not much cover along the way. All the vehicles and commander assets are clustered together in a relatively small area, making it easy to pull off vehicle theft and sabotage operations. Those wishing to spawn-camp can find cover and concealment in the surrounding forest.

Defend

The EU commander can handle most of the defensive tasks around this base by spawning in as an engineer. Since most attackers advance in vehicles, drop mines along the main road and entrance. A railgun is positioned near the main road leading into the base, capable of engaging attackers approaching from the north. Manning the turret of a parked MK-15 Bandit can also help deter enemy attacks.

EU Base Assets

EU Control	16 Player	32 Player
MK-15	—	2
AVM-2	—	1
A8	—	1
Orbital Strikes	—	2
UAV Unit	—	1
Radar Station	—	1
Railgun	—	1



MAP FEATURES

Commander: Help your team by locating and attacking the enemy team's battle walker, tank, or both with orbital strikes. Keeping friendly vehicles healthy with supply drops is equally important.

Squad Leader: Keep in close contact with the commander and order UAV support in low-visibility areas (like the Com Tower) before assaulting. Maintain mixed weapons capability within the squad to deal with infantry and the occasional battle walker or tank. Plant a spawn beacon near the Statue to help maintain control of this vital control point.

Recon: Take on a defensive sniper role by setting up near the Statue and picking off targets at the Ruin, Com Tower, or Playground. Sabotage attacks on the enemy base's commander assets are also possible with the help of active camouflage and demo packs.

Assault: Lead attacks on control points that vehicles can't easily access, like the Statue, Com Tower, and Playground. On defense, drop first-aid kits near control points to keep your squad at full strength.

Engineer: Reinforce team-held control points by placing mines along the western road or other heavily traveled paths like the ramps near the Statue. Keep an eye on the status of friendly vehicles and conduct repairs as needed, always prioritizing the team's battle walker.

Support: Own the wooded area around the Com Tower, using machine guns and sentry guns to mow down enemies advancing through the adjacent Playground and Ruin alleys. Drop ammo packs near defensive positions to keep engineers stocked up on mines and rockets—they'll need plenty to fend off vehicle attacks.

CHOKE POINTS

The Western Road



A battle walker and sentry guns can help block the western road, denying enemy troops and vehicles passage.

The road running along the western side of the map is the only north/south thoroughfare traversable by all vehicles and infantry. The chaos surrounding this road is enhanced by the proximity of all the central control points, including the Com Tower and Statue. As a result, this area is best avoided whenever possible—especially when advancing on

foot. On the other hand, commanders can often find plenty of juicy targets on this road to pepper with orbital strikes.

In the 32-player battle, controlling this road is essential to protecting rear control points from vehicle rush attacks. Infantry can help deter traffic by placing mines and lying in wait with rocket launchers or other anti-vehicle munitions. Blocking the road with tanks and battle walkers is also an option, as long as they're supported by infantry and frequent supply drops.

Com Tower Alleys

Capturing and holding the Com Tower often means controlling the alleys to the north and south, connecting this control point to the Ruin and Playground respectively. EU troops will usually face attackers approaching from the Ruins while PAC defenders will often deal with assaults from the Playground. In either instance, the alley pathways can be locked down by placing sentry guns and anti-personnel mines near these high-traffic alleyways. These passive weapons may not be enough to stop a determined assault, though, so support troops should keep these alleys in their sights while hiding amid the trees and rocks.



Exercise caution when advancing through these narrow alleys, as they're often watched or booby-trapped by enemy troops.

LOGISTICAL CONSIDERATIONS

Like most head-on battles, the bulk of the fighting in Belgrade occurs in the map's center, focused mostly around the Statue, Com Tower, and Ruins. It's up to assault and support troops to make sure teammates have plenty of ammo and first aid in these areas, particularly when defending. Commander supply drops should be reserved for vehicles and deployed along the western road. Battle walkers are likely to draw plenty of attention and require constant repairs. All team members should make an effort to keep their team's battle walker in the fight as long as possible, even if it means repairing it in the heat of a firefight. Remember, battle walkers take a long time to respawn, so the longer you can keep your team's walker alive, the better chance you'll have at winning.



Support and assault troops need to keep ammo and first-aid packs scattered around the central control points, like the Ruin. Keeping your team healthy and stocked on ammo can often be the deciding factor.

BELGRADE TESTER TIPS

STRATEGY

Vehicles are limited on this map, in both numbers and maneuverability, so use them with care. If you control the highway, you have a better chance of winning. It's also vital to coordinate an infantry attack on the Statue and Com Tower control points. Each of these control points has its own advantages; controlling both should give you the upper hand.

KEY CONTROL POINTS

Monorail

FEATURES: Monorail station, destroyed vehicles, craters.

ATTACK: It should be fairly easy to take this control point. You can use your vehicles in several different ways to assist in the capture, but the best way is to try to stay on the main road. You can drive in behind the monorail station, but the road is much narrower here and you might be vulnerable to ambushes.

DEFEND: You should be able to cover all entry points with the static weapons. Infantry should take cover in the buildings and around the parked cars, but they can also climb up the monorail station to get a height advantage.

Playground

FEATURES: Tall residential buildings, park, and pond.

ATTACK: Vehicles have no access to the actual flag but can circle around it and provide cover fire while infantry move in and capture it.

DEFEND: If you can keep vehicles out of this yard, you have a better chance at defending this flag. There are only two entry points for vehicles. Use the static weapon and mines to cover these points.

Statue

FEATURES: Large monument, large residential buildings with balconies, a small park, and parking lots.

ATTACK: Attacking this control point can be tricky, because it's on an elevated platform. There are several paths to choose from, though, both for vehicles and for infantry, and if you can coordinate an attack you should be able to surround the defending team. If you take this control point in the 32-player battle, you will have access to the only battle walker on the map, so this is a key control point.

DEFEND: There are several ways into this area but you should be able to monitor them fairly well if you have enough soldiers up there. Mine the vehicle paths, and you will have a much easier time holding this control point. With the battle walker on your side, holding the point becomes much easier.

Com Tower

FEATURES: Narrow pathways, forest park, with lots of trees/stones to use for cover.

ATTACK: Use the trees to your advantage and try to surround the small Com Tower. Use the surrounding balconies to get a slight height advantage.

DEFEND: This is a hard control point to defend; the enemies have a lot of options for attacking. Try to stay close to the actual Com Tower; there are many hiding places around that area.

Ruin

FEATURES: Burned-out building, vehicle wreck.

ATTACK: This control point can be attacked with vehicles, and that, in combination with your infantry soldiers, is your best option for taking control.

DEFEND: The terrain makes maneuvering a vehicle difficult, and if one gets close enough, you should be able to destroy it with the static weapon. You should also be able to fend off any infantry units, because the area is fairly open.

Pond

FEATURES: Tall residential buildings, park, pond.

ATTACK: There are several infantry paths into this control point; use this to your advantage to surround it. It's not as accessible to vehicles, although they can get up here.

DEFEND: The two static weapons should provide you with enough firepower to defend against incoming vehicles. Infantry should use the height advantage and the low walls to fend off incoming enemy troops.



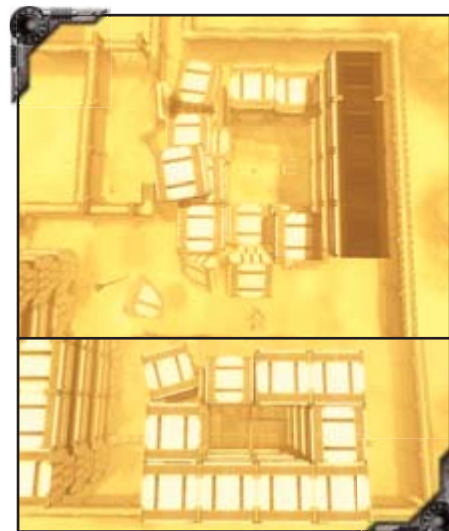
CAMP GIBRALTAR

The assault on Camp Gibraltar was the first deception attack used by the PAC to draw EU forces out of position. Although not of military significance, the site was an important staging point for refugees from the western Mediterranean territories. On April 10th 2142, the PAC's AA Command Division attacked the camp. The EU's 4th and 5th Armored Battalions fought vigorously but conservatively. The EU commander relied on sniper tactics to hold key positions in an attempt to occupy the PAC forces as long as possible.

CONQUEST: 16 PLAYER



PAC Base



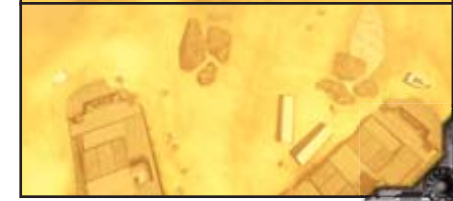
EU Base

EU Strategy

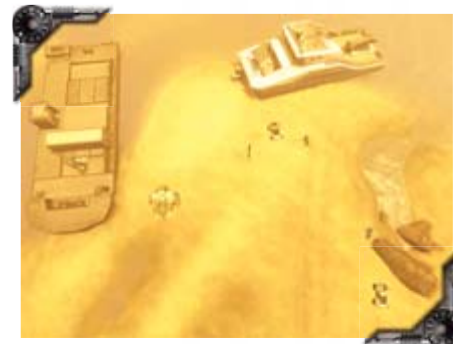
As the attacker, the PAC team begins the battle with more tickets. However, a ticket drain is in effect till they capture one of the EU team's control points. Therefore, it's imperative that the EU forces hold back the attackers as long as possible to keep bleeding the PAC ticket count. All but one player should spawn at the Toll Station and prepare to defend it, using rockets, mines, and small arms fire to stop the PAC battle walker and infantry. Only one player is needed to spawn at the EU Base and bring the battle walker to the front lines. Hold steady at the Toll Station as long as possible, using orbital strikes and supply drops to support the defensive effort. If the Toll Station falls, divide the team to defend the Central Camp and EU Base. Meanwhile, try to retake the Toll Station with the L-5 Riesig to restore the PAC ticket drain.

PAC Strategy

The PAC team must grab a control point quickly to halt the drain on its tickets. If the team mobilizes quickly, it can capture the Toll Station before the EU battle walker can respond. Lead the attack with the T-39 Bogatyr with infantry following closely behind, preferably along the western catwalk. Both the T-39 and infantry should be prepared for the inevitable L-5 Riesig counterattack through the gate just south of the flag. Focus fire on this narrow passage to knock out the EU battle walker, then secure the Toll Station. Keep the T-39 near the Toll Station to help defend it against counterattacks. Remember, if you lose your foothold here, the ticket drain resumes. In fact, it's possible to fight a battle of attrition entirely from the Toll Station. But for a more decisive victory, send infantry deeper into the camp to capture the EU Base and Central Camp.



PAC Base



EU Base

EU Strategy

The EU strategy is the same in this expanded map, with more control points to defend. This time the front-line position is the Harbor, and almost every teammate is needed here to prevent it from being overrun by PAC forces. Pack the road and nearby ramp with mines to stop rush attacks by the battle walker and FAVs. Move the L-5 Riesig to the front, too, parking it near the Harbor flag. EU infantry should fan out and cover the Harbor flanks from rooftops and stairways. A smaller defensive force is needed at the Toll Station to deal with any PAC breakthrough attacks. Even if the Harbor falls, the line must be held at the Toll Station as long as possible—this is the strongest defensive position on the map. If the PAC forces capture the Toll Station, they'll have an easy time infiltrating the remaining control points to the south. If necessary, rally around the EU Base as a last resort. Maintaining the L-5 spawn point (and the commander assets) is your best chance at staging successful counterattacks.

PAC Strategy

Once again, the PAC force must strike quickly to end the drain on its ticket count. Rush the Harbor with the T-39 Bogatyr and FAVs in an attempt to overwhelm the defenders before their battle walker arrives. The Harbor flag falls quickly if you can get a few vehicles around it. Instead of grinding against the Toll Station, solidify defenses at the Harbor while sneaking infantry along the western catwalk system to infiltrate the southern control points like the Central Camp and EU Base. Before assaults, squad leaders should deploy spawn beacons to maintain a PAC presence in the south. Such flanking attacks can be tricky on this map, but it's the best way to avoid bogging down at the Toll Station. Recon troops with active camouflage have the best chance of breaking through unnoticed. Take the EU Base as soon as possible to shut down its battle walker spawn point and commander assets. With a strong presence at the Harbor and EU Base, squeeze the remaining EU positions from the north and south till they run out of spawn points or tickets.

BASES & CONTROL POINTS

PAC BASE

Maps: 32 Player Only
Initial Control: PAC

Adjacent Bases/Control Points:
• Harbor

This northern amphibious landing site is the staging area for the PAC assault on the EU-held camp. Unlike the EU team, PAC forces have two permanent spawn points here, as this base cannot be captured. Players seeking vehicles should spawn at the northern point, while those looking to assault on foot should spawn to the south, closer to the Harbor control point.

Attack

Although the PAC Base can't be converted, EU troops need to put some pressure on the enemy, particularly at the start of the battle. Instead of rushing the base, hold back near the Harbor and engage PAC forces at a distance with rocket launchers and sniper rifles. Once available, orbital strikes can be devastating when focused on the bottleneck at the Harbor's entrance.

Defend

PAC troops should focus mostly on getting off the beach as soon as possible and securing a new spawn point within the camp. But a few defenders should take steps to prevent the damage and theft of spawning vehicles. Sentry guns are the best way to deter infantry attacks, and should be placed on the northern end of the beach near the T-39 and UAZ-8 spawn points. Three railguns are also available on the eastern and western edge of the beach, useful for taking out any vehicles that move within range.

PAC Base Assets

PAC Control	16 Player	32 Player
UAZ-8	—	2
T-39	—	1
Orbital Strikes	—	2
UAV Unit	—	1
Radar Station	—	1
Railgun	—	3



HARBOR

Maps: 16 and 32 Player
Initial Control: PAC (16 Player)/
EU (32 Player)

Adjacent Bases/Control Points:
• PAC Base
• Toll Station

In the 16-player battle, the Harbor serves as the PAC Base, and is named as such. But in the 32-player battle, the Harbor starts off as the EU's front-line position. Holding the Harbor as long as possible is critical to a EU victory, but the team must work together to withstand the PAC onslaught.

Harbor Assets

EU Control	PAC Control	16 Player	32 Player
—	T-39	1	—
—	Orbital Strikes	2	—
—	UAV Unit	1	—
—	Radar Station	1	—
Railgun	Railgun	2	1

Attack

When attacking from the PAC Base on foot, avoid frontal assaults as much as possible. Instead of rushing up the main access ramp to the northwest, use breaches in the nearby fence to get off the beach, such as the one to the north. Once in the Harbor facility, use cover and try to flank the flag from the east or west. Vehicles, like battle walkers, can advance right next to the flag and begin converting it immediately. But such bold maneuvers are usually met with a barrage of rockets and the blasts of the demo packs and EMP grenades. Instead, use fire support from battle walkers and FAVs at a distance while infantry move in for the capture. Once PAC troops secure the Harbor, they can access the camp's elaborate catwalk system, allowing for deeper infantry incursions.



Defend

In the early moments of a battle, it's up to EU infantry to hold this position, at least till vehicle reinforcements from the EU Base arrive to help out. The easiest way to halt the PAC assault is to keep the enemy pinned on the beach. But if the PAC troops get too close, they can infiltrate the Harbor facility via the ramp or the fence breaches to the north and south. Cover these areas with both anti-personnel mines and sentry guns. In addition, scatter anti-vehicle mines along the Harbor ramp. The EU battle walker and FAVs can help hold back attacks at these points, too. In the event PAC troops push through the first line of defense, place some demo packs and sentry guns around the flag for insurance. Recon troops can also cover the flag and eastern/western flanks from surrounding rooftops.

TOLL STATION



Maps: 16 and 32 Player
Initial Control: EU



Adjacent Bases/Control Points:
• Harbor
• Central Camp

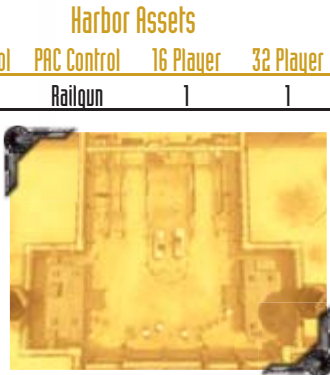
This large plaza provides the EU with another opportunity to stem the PAC advance. The flag sits out in the open, and can be easily approached by both infantry and vehicles. But the surrounding catwalks and accessible rooftops give defenders a clear shot at any capture attempts.

Attack

A coordinated infantry and vehicle attack is the best way to convert this control point. Infantry should move in slightly ahead of the vehicles, assaulting along the catwalk system. This system can be accessed from the Harbor to the north or just outside the Toll Station's northern wall. While infantry suppress and distract defenders from above, the battle walker should move in for the capture. FAVs can also rush the flag, unloading troops for a quicker conversion. Attacking simultaneously from the ground and catwalks helps destabilize any defensive efforts, greatly enhancing the chance of success.

Defend

The majority of attackers will hit this control point from the ground, rushing through the Toll Station gates north of the flag. These gates are a key choke point when the enemy advances from the Harbor. Anti-vehicle mines placed at the two large gate openings can halt enemy FAVs and battle walkers. Engineers with rocket launchers and the team's battle walker can also suppress vehicle attacks by focusing their fire at these narrow entry points. Infantry attacking from the Harbor will usually advance along the western catwalk. As such, recon troops (with sniper rifles) should focus their fire on this area—the rooftops to the east and west of the flag are ideal sniper perches. Placing anti-personnel mines and sentry guns along the catwalks is a good idea, too.



CENTRAL CAMP



Maps: 16 and 32 Player
Initial Control: EU



Adjacent Bases/Control Points:
• Toll Station
• Ruins

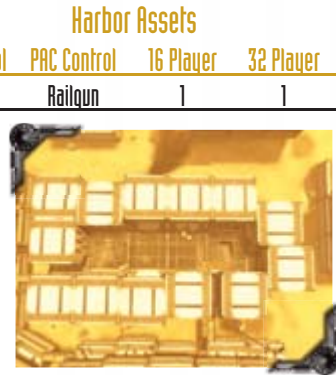
The Central Camp's flag is positioned on a large elevated platform, locking out all vehicle capture attempts. But the thick walls surrounding this control point also prevent vehicles from directly defending the flag. It's solely up to infantry to capture and defend this hotly contested area.

Attack

There are only a few ways to attack this control point, none of them easy if the enemy puts up a defensive effort. The most obvious and direct path is from beneath the platform, using one of the two staircases. If you're expecting heavy resistance, however, opt for one of the two catwalks to the south or west. Access these catwalks by using one of the ladders to the south, along the adjacent elevated walkway. The southern catwalk is the best option, allowing you to capture the flag without actually stepping out onto the platform. Simply hold in the northern tunnel until the flag is converted.

Defend

Since the control point can be infiltrated from several directions, focus on covering the flag and its capture radius as opposed to every possible entry point. Compared to other flags on this map, the Central Camp's capture radius is very wide—this is why it can be converted from within the northern tunnel. A pair of inward-facing sentry guns can cover the two staircases flanking the flag. Demo packs are less effective here because of the large capture radius, but can still pack a deadly punch if placed near likely capture areas, such as the southern tunnel and the tops of the two staircases.



RUINS

Maps: 16 and 32 Player
Initial Control: EU

Adjacent Bases/Control Points:

- Central Camp
- EU Base

The Ruins control point serves as the convertible EU Base in 16-player battles, spawning a valuable L-5 Riesig. It plays a less crucial role in the 32-player battles, providing no assets at all. In the 16-player variation, the flag sits outside the main structure to the west, making it capturable by vehicles. But in the 32-player battle, the flag is secured within the damaged structure, sitting in the center of a small courtyard.

Attack

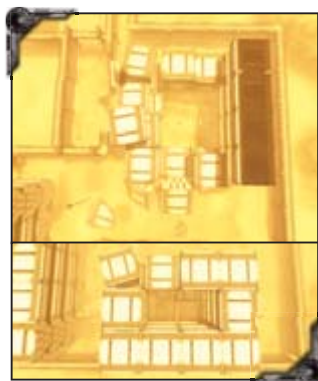
In 16-player battles, attacking the Ruins is pretty straightforward. Simply rush the flag and wait till it's captured. Of course, this is best accomplished with a battle walker. Because of the dragon's teeth placed at the gate to the north, FAVs cannot advance on the flag or farther south. Tactics change in the 32-player battle, with the flag positioned in the tight courtyard. On foot, cautiously advance through one of the tunnels to the north, west, or south. Instead of crouching next to the flag, hold back and capture the flag from within one of the tunnels. This provides some concealment as well as some cover from retaliatory orbital strikes.

Defend

Instead of centering the defense on the flag, work on locking down the narrow choke points to the north. Place sentry guns near the gate (barricaded with dragon's teeth) and the adjacent alley to the east to slow infantry attacks. Hide mines among the dragon's teeth to surprise enemy battle walkers approaching from the north. Also, toss a few anti-personnel mines in the alley to the east, hiding them behind crates. At the flag, sprinkle around some demo packs, making sure the tunnels are covered during 32-player battles.

Ruins Assets

EU Control	PAC Control	16 Player	32 Player
L-5	—	1	—
Orbital Strikes	—	2	—
UAV Unit	—	1	—
Radar Station	—	1	—
Railgun	Railgun	1	—



16 Player: EU Base



32 Player

EU BASE

Maps: 32 Player Only
Initial Control: EU

Adjacent Bases/Control Points:

- Ruins

Like the flags of the Central Camp and Ruins, the EU Base's flag sits in the center of a large courtyard surrounded by tall, thick walls. While vehicles can assault and defend the exterior, it's up to infantry to fight over this flag, maneuvering over and around pieces of the collapsed central platform.

Attack

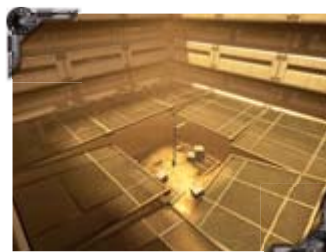
This crucial flag can be hit from the east or west, via tunnels on the ground or upper level. To avoid being picked off by defenders positioned above, it's best to enter through one of the upper-level entrances. A pair of staircases are available on the western side, providing access to the courtyard through two narrow tunnels. But both of these tunnels exit onto collapsed portions of the platform, requiring you to move close to ground level to enter the flag's capture radius. The eastern approach is a little better. Either climb the ladder outside or advance across the catwalk connected to the adjacent building to the east and enter through the narrow tunnel. The eastern side of the platform is level, ensuring that no defenders have a height advantage on you. Hold the high ground while within the capture radius to convert the flag.

Defend

Keeping attackers away from the building is the first line of defense and is best accomplished by patrolling the eastern side of the building and surrounding streets with the battle walker. Drop some sentry guns outside the eastern side of the building too. Since the flag can be captured from the platform and the ground, defending the courtyard interior requires more manpower and resources than usual. Sentry guns are needed at the platform and ground level, facing east and west—deploy them near the corners for maximum coverage. Avoid dropping anti-personnel mines in the tunnels, as they're often traveled by your own troops and may result in team kills. Instead, cover the tunnels with automatic fire from support and assault troops.

EU Base Assets

EU Control	16 Player	32 Player
L-5	—	1
Orbital Strikes	—	2
UAV Unit	—	1
Radar Station	—	1





MAP FEATURES

Know Your Role!

Commander: Keep the orbital strikes firing in this map as often as possible, using it to soften defensive positions or annihilate targets crowded around bottlenecks. The battle walkers are another key concern and it's up to you to keep them healthy with supply drops. Constantly run radar scans to locate enemy units attempting to break through the front lines positions.

Squad Leader: Keep the squad informed of the latest objective using either the tactical map or VoIP. Lone-wolf tactics fail miserably during this assault battle and it's up to you to keep everyone focused and within support range. PAC squad leaders should always carry spawn beacons and drop them deep in EU territory, near the Central Camp, Ruins, or EU Base.

Recon: At the start, choose a sniper load-out and take up elevated positions to pick off enemies at the Harbor and Toll Station. As the battle moves farther south, go special ops and use active camouflage to stage sneak attacks or demo packs to defend.

Assault: Keep your teammates alive with first-aid kits and defibrillator shocks. The shotgun upgrade for your assault rifle can come in handy for the close-quarter fighting around the southern control points.

Engineer: When defending, load up on mines and pack them into the map's narrow choke points around the Harbor and Toll Station. Attackers will find the AE defuser helpful for disabling explosives.

Support: Stick with the machine guns in the fighting around the Harbor and Toll Station, but consider going with the shotgun around the southern control points. On defense, build sentry guns around control points and keep engineers stocked on rockets and mines.

KEY CHOKES POINTS

Harbor Entrance

In 32-player battles, the EU defenders can rack up tons of kills by setting up on the northwest Harbor edge and raining fire down on the beach. This is especially true if the PAC attackers attempt to advance up the narrow concrete ramp to the northwest. Orbital strikes in this bottleneck are devastating. To avoid such carnage, PAC forces should attempt to flank the Harbor from the wide-open northern side. Infantry can also flank from the south, climbing ladders to access the Harbor facilities.



This ramp near the Harbor is likely to be mined by EU defenders. PAC troops and vehicles should find another way around.

Toll Station Gates



Vehicles advancing through the toll plaza should expect mines and volleys of incoming rockets.

EU defenders have another major choke point waiting at the Toll Station. There are only two open lanes at the toll plaza north of the flag, making it relatively easy for defenders to stop vehicle traffic with mines and some well-aimed rockets. A third gate to the south of the flag is the only vehicle passage providing access to the southern half of the camp. No matter who holds the Toll Station, controlling traffic through this southern gate is very important.

LOGISTICAL CONSIDERATIONS



Drop first-aid kits in high-traffic areas, preferably behind some sort of cover. Healing takes a while and it's best if you're not exposed to fire while patching up.

Without adequate first aid, the average player's life span is very short on this map. Therefore, most players should opt for the assault troop kit and drop first-aid kits at key areas. This is particularly important around the Harbor and Toll Station, where it's necessary to hold positions despite heavy incoming fire. Both teams can benefit from first-aid kits deployed along the catwalk system. Try dropping them in the towers, giving teammates a chance to heal while behind cover. Team commanders can help with supply drops, but these should be reserved entirely for the battle walkers. The EU's L-5 Riesig in particular should never be too far from a supply crate when defending the Harbor and Toll Station.



CAMP GIBRALTAR TESTER TIPS

STRATEGY

EU: Use all catwalks, roof, and cover to dig in and stop any PAC advance with a coordinated defense line. Your height advantage is crucial to your defense.

PAC: Capture the Harbor will give you a much better base of operations than you had at the beach, where you were very vulnerable. From then on, it's an extremely tough battle to take all the control points. The best strategy to win the map against a tough enemy is to make full use of the squad system. Use teamwork and the NetBat™ Battlefield System, and unlock items such as active camo so that you can sneak around to capture some of the back control points. Then loosen up the defense lines at the front by creating chaos and panic in the EU rear. Squad members should stick together at all times; teamwork is extremely effective in combat and flag-capturing. Members of a squad should respawn with their squad leader at all times. Use the commander for all he's worth in this map.

KEY CONTROL POINTS

Harbor

FEATURES: A train station leads to the Harbor area, which suffers from low water levels.

ATTACK: Make good use of the vehicles, which are your advantage against the defenders. If you move fast, the defenders will not have time to bring in their heavy vehicles until it's too late.

DEFEND: Try to keep your foes at bay until you get all your vehicles to support your defensive positions. Use rooftops and catwalks effectively to get height advantage.

Toll Station

FEATURES: A toll station to clear all incoming cargo from the docks.

ATTACK: Only an effective team with coordinated attacks can get through this bottleneck. Use the catwalks to pick off defenders, letting your own team progress through the area.

DEFEND: Dig in by using all rooftops and catwalks; mine the toll station to hinder the battle walker. To simplify defense coordination, have one squad take care of the catwalks.

Central Camp

FEATURES: A densely built camp with living quarters/modules.

ATTACK: The area has a lot of cover, which infantry can use to surprise defending forces, taking unexpected routes around the camp. If you can take any of the rear control points before this one, your attack on this position should be easier.

DEFEND: Man the railgun at all times to keep the enemy battle walker out of the area. Use your own battle walker to fend off any enemies attempting to come through the gate.

Ruins

FEATURES: Damaged modules from the initial bombing of the camp.

ATTACK: This area provides excellent cover for your infantry; the defending battle walker will have problems spotting all the attackers. Use this to your advantage and sneak up to the enemy battle walker with explosives to knock it out. Carry EMP grenades or other anti-vehicle weapons with you.

DEFEND: Having control of the catwalks will be useful around this control point, as with most flags on the map.

EU Base

FEATURES: Base of operations for EU.

ATTACK: Try to steal the EU battle walker by sneaking behind the modules. Make sure the enemy does not get out of the area, to prevent the recapture of your flags in other parts of the map. A few soldiers on the catwalks assures a full overview of the area.

DEFEND: Do not let the battle walker stand unused. If the enemy succeeds in stealing it, you will find yourself fighting two battle walkers.



CERBÈRE LANDING

By 2142, Cerbère Landing was the last EU stronghold on the European continent. The port served as the chief defensive hub for the EU's Northern Mediterranean operations. Tasked with seizing the harbor, PAC General Zhang Yuan used commando units equipped with the new IT-33 Optical Camouflage to infiltrate the city. Once inside, they sabotaged the defenses, allowing the General to land his forces in the main harbor. There they faced the Hell Brigade, the EU's premier infantry unit, assigned to defend the city. The ensuing violence would establish Cerbère Landing as the most fierce and costly battle of the Cold War.

CONQUEST: 16 PLAYER



Command Center



South Offices

EU Strategy

You can maintain a ticket drain on the PAC forces by holding strong at the Town Center while retaining control of the Roadblock Area and Command Center. If the PAC hold all three control points, the EU team's ticket count will start to bleed. Control the central and western roads with mines and rocket fire to prevent the enemy's FAVs from breaking through and attacking the northern control points. Use your MK-15 Bandit to help hold the Town Center by gunning down PAC infantry with its turret. The MK-15 is also useful for staging swift counterattacks if one of the control points falls into PAC hands. If necessary, make your last stand at the Command Center, using sniper tactics, booby traps, and Orbital Strikes to inflict heavy casualties on the attackers.

PAC Strategy

Stopping the ticket drain is the PAC's first priority. Instead of grinding against the Town Center along the central road, flank it by sending the UAZ-8 Ocelots up the western road. From there they can drop off troops and assault the Town Center from the west, or proceed north and attack the Roadblock Area or Command Center. Both northern control points are lightly defended during the battle's early moments, making them vulnerable to rush attacks. Take the Command Center quickly to knock out the EU commander's assets and obtain another FAV. Plus, with spawn points to the north and south, it's easier to assault the remaining central control points.

CONQUEST: 32 PLAYER



Command Center



Harbor

EU Strategy

The PAC ticket count bleeds from the start. To ensure that their tickets continue to drain, bulk up southern manpower, reinforcing the roads around the Town Center and Church with mines and sentry guns to prevent breakthrough attacks. Monitor the control point status throughout the battle and maintain a solid east/west line, even if it means falling back to the north. If most of the team stays on defense, you can put up a good fight at the Roadblock Area by using the narrow streets and alleys to stage ambushes. Regardless of the situation, don't give up the Command Center without a fight. It's the strongest defensive position on the map and holding it offers your team's best chance of survival.

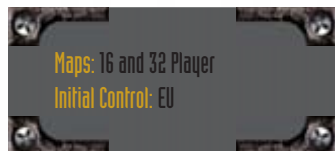
PAC Strategy

To stop the ticket drain, capture the Church, Towncenter, Roadblock Area, or Command Center. While the EU defenders are distracted at the Town Center, rush the Church with the UAZ-8 via the eastern dirt road. Securing the Church allows you to open a new front on the EU's eastern flank. Defend the Church while launching covert attacks on the northern Command Center. Don't leave the Command Center for last. Even an unorganized EU team can hold out there with ease. Instead, force them to make their final stand at a control point easier to lay siege to, like the Town Center or Church.



BASES & CONTROL POINTS

COMMAND CENTER



Maps: 16 and 32 Player
Initial Control: EU



Adjacent Bases/Control Points:
• Roadblock Area

This northernmost control point serves as the EU base in both battles. Because the EU team are the defenders, PAC troops can convert this control point. Capturing this control point should always be a PAC priority, mostly to knock out the EU commander assets. The PAC team also gains an extra FAV here. The flag is posted on a balcony on the main building's northern side. Infantry must assault the building and convert the flag at close range.

Command Center Assets

EU Control	PAC Control	16 Player	32 Player
MH-15	URZ-8	1	1
Orbital Strikes	—	2	2
URV Unit	—	1	1
Radar Station	—	1	1
Railgun	—	1	2



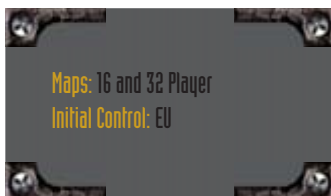
Attack

Reaching the Command Center's grounds can be a challenge for attackers. If attacking on foot, slip around the fence to the southwest, near the orbital strike radar. Once inside the fence, climb the main building's western steps to reach the flag. The path to the flag will be booby-trapped, so assault troops equipped with defibrillators should hold back and be prepared to revive their teammates. Squeeze as many friendly troops as possible inside the capture radius to convert the flag quickly. This is the only flag on this map that vehicles cannot convert. Still, vehicles can support the assault by advancing up the main road to the east and providing fire support during the capture process. Distracting defenders is a help to your vulnerable teammates packed around the flag.

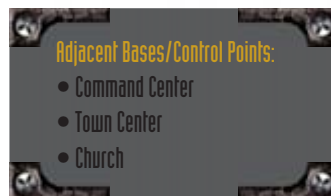
Defense

Lock down this control point with a layered defensive setup. First, cover the eastern road with mines and other explosive surprises to prevent enemy vehicles from rushing the Command Center grounds. Manning the railgun along the road is helpful, too. In the 32-player battle, a second railgun is positioned on the northeastern building, offering a great view of the facility. Next, position anti-personnel mines and a sentry gun near the southwestern fence breach. After you cover the two entry points, plant demo packs around the flag. The same recon troops who deployed demo packs can serve as defensive snipers positioned on the northern rooftops. Here they can watch and detonate their explosives as well as pick off enemies at long range.

ROADBLOCK AREA



Maps: 16 and 32 Player
Initial Control: EU



Adjacent Bases/Control Points:
• Command Center
• Town Center
• Church

Heavy fighting has left this quaint part of the town heavily scarred. The narrow streets and alleys wind between damaged buildings, passing flaming wrecks and scorched craters. All these features work in the EU's favor, helping slow the PAC's northward thrust. The flag sits in a small courtyard off the eastern road, at the base of a steel platform.

Roadblock Area Assets

EU Control	PAC Control	16 Player	32 Player
Railgun	Railgun	—	1



Attack

Because of the numerous obstacles in the area, assault this control point on foot, sticking to the eastern side of the town. Bring along automatic weapons and shotguns to aid in close-quarter firefights. You can convert the flag from the ground or from atop the adjacent steel platform. For cover and concealment purposes, stay on the ground, hiding in the shadows beneath the platform. FAVs and battle walkers can convert the flag, too, but they'll have a harder time reaching it unnoticed and unscathed.



Defense

Instead of covering all possible avenues of attack, center defenses around the flag first. Drop a few demo packs around the flag and on the steel platform. A sentry gun placed beneath the platform is another good way to surprise attackers. After you secure the flag, turn your attention to the central and western roads. Both vehicles and infantry will move along these paths. Slow them with automatic and rocket fire. Although dragon's teeth block the western road, battle walkers can step over them. Hide mines among these concrete obstacles to halt walker advances.

CHURCH

Maps: 32 Player Only Initial Control: EU	Adjacent Bases/Control Points: <ul style="list-style-type: none"> • Roadblock Area • Town Center • Office Ruins
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Sitting along the main road, the Church grounds are accessible in both battles, but serve as a control point only in 32-player matches. At the start of such battles, this control point is a jumping-off point for EU defenders eager to capture the neutral southwestern Office Ruins.

Church Assets

EU Control	PAC Control	16 Player	32 Player
Railgun	Railgun	—	1



Attack

The flag's close proximity to the main road makes it easy for vehicles to rush. Both FAVs and battle walkers can stop near the flag, convert it, and move along to the next one. When assaulting on foot, avoid the chaotic main road. Instead, use the dirt road to the southeast. PAC troops spawning at the Harbor can use this path to bypass the heavy fighting in the map's center and flank the Church grounds from the east. Another dirt path is to the north, useful when assaulting from the Roadblock Area. The flag's capture radius is wide, covering most of the western courtyard. Take cover among the rocks, walls, or benches while converting the flag.



Defense

The perimeter wall and other obstacles around the Church's flag lend themselves to point-blank defensive ambushes. Plant mines and other explosives in the main road's access point to stop vehicles. The railgun outside the main wall has a good view of the main road to the south, too. Deploy sentry guns in the western courtyard around the flag to surprise infantry pouring in through the wall's breach points. Cover the eastern approach with snipers positioned along the nearby tree-covered hills.

TOWN CENTER

Maps: 16 and 32 Player Initial Control: EU	Adjacent Bases/Control Points: <ul style="list-style-type: none"> • Roadblock Area • Church • South Offices/Office Ruins
---	--

In both battles, the Town Center is an EU front-line position likely to see heavy fighting.

Town Center Assets

EU Control	PAC Control	16 Player	32 Player
Railgun	Railgun	—	2

At the start of 32-player battles, EU troops should spawn here and assault the neutral southern Office Ruins. The control point's flag is positioned on the rectangular courtyard's western side, easily accessible by both infantry and vehicles.



Attack

Attacking the Town Center's cramped courtyard in a vehicle is dangerous. The access point off the central road is a popular spot for ambushes. Instead, approach the control point along the western road and infiltrate the courtyard on foot. Flank the courtyard from either the north or south. Avoid moving through the central shadowy alley to the west, as it may be mined or covered by a sentry gun. After you secure the courtyard, however, the alley is a good (albeit obvious) hiding spot when converting the flag.



Defense

You can attack the Town Center from every direction, so focus most defensive efforts around the flag. Still, there are a couple of oft-traveled avenues of attack you should always cover. The most crucial is the path off the northeastern central road. This is the only way vehicles can access the courtyard, so it's a good idea to place mines or other explosives at this chokepoint. Another hole is the courtyard's southeastern corner. Cover this area with a sentry gun or automatic weapons to prevent infantry from climbing the southern slope. Attacks from the north and west are harder to predict, so scatter demo packs around the flag for insurance.

SOUTH OFFICES



The South Offices appear only in the 16-player battle, and serve as the PAC's base. PAC troops spawning here have an uphill battle ahead of them as they struggle to capture a control point to halt the drain on their ticket count. It's best that they capture the nearby Town Center when possible, as the low terrain around the South Offices does not ease their plight.

Attack

When it comes to attacking the South Offices, think long range. Take up positions near the Office Ruins to the west or the northern Church and hammer the PAC troops with sniper and rocket fire as they attempt to scramble up the hill. Even a half-hearted offensive effort can keep the PAC troops pinned. Sabotaging the commander assets is a dangerous task as long as all enemy troops are spawning at the South Offices. Either hold off on such missions till the PAC grabs another control point, or sneak in with active camouflage.

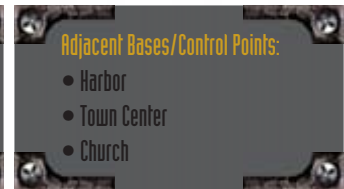
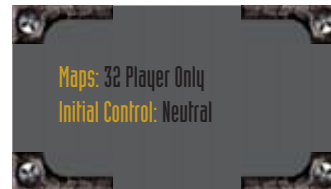
South Offices Assets			
	PAC Control	16 Player	32 Player
UAZ-8	2	—	—
Orbital Strikes	2	—	—
UAV Unit	1	—	—
Radar Station	1	—	—



Defense

With the exception of the commander assets, there isn't much here worth defending. Still, some sort of suppressive effort is required to help your team advance up the northern hill. Instead of sending both UAZ-8s to assault control points at point-blank range, use at least one of their turrets to lay down heavy fire on the EU troops positioned around the Town Center. The longer you can keep their heads down, the better chance your team has of capturing a control point and ending the ticket drain.

OFFICE RUINS



Reaching the Office Ruins when possible is a key concern of both teams at the start of 32-player battles. This is the only neutral control point on the map, and capturing it has no affect on tickets. However, the PAC team can convert the flag first and secure a spawn point near the Town Center in the process. Once captured, friendly troops have direct access to the western road, providing quick access to the Town Center and Roadblock Area.

Attack

The quickest way to hit the Office Ruins is from the central road. Rush it with an FAV or battle walker and camp in the capture radius till the flag is converted. But if you're on foot, take a more cautious route, using either the dirt road south of the flag or the lengthy northern staircase. The flag has a large capture radius, making it possible to convert from within the damaged building. This is the preferred method, as there's little cover outside.

Office Ruins Assets			
EU Control	PAC Control	16 Player	32 Player
Railgun	Railgun	—	1



Defense

Keep your distance from the Office Ruins and engage attackers as they approach the flag. The tall concrete bunker to the south is an awesome defensive position offering a great view of the nearby flag as well as the Harbor. Recon troops and engineers posted here can watch the flag and use sniper rifles, demo packs, or rocket launchers to fend off attacks. The platform structure on the northern hill is also a good overlook position—this is where the railgun is located. Defend the Office Ruins from the north only when your team also holds the Town Center, though. Otherwise you might catch a knife between your shoulder blades while gazing south.

HARBOR

Maps: 32-Player Only
Initial Control: PAC

Adjacent Bases/Control Points:
• Office Ruins

The Harbor is the PAC Base during 32-player battles, providing the map's only battle walker. This valuable vehicle spawn point and the commander assets will lure a steady stream of EU saboteurs and thieves, requiring the PAC team to devote some manpower to the base's defense. The Harbor has two spawn points, one to the east and one to the west. If you want to camp at the vehicle spawns, use the western one if you want the T-39 Bogatyr, or the eastern point if you want to race around in the UAZ-8 Ocelot—parked in a garage.

Attack

Unless you have an FAV, avoid assaulting the Harbor from the central road. This is a high-traffic area, frequented by most PAC units heading north. Instead, approach from the northeast, using the dirt road originating near the Church. The Harbor facility is huge, so use the map to locate your target, whether it's the T-39 or commander assets. If you feel no shame about base-camping, you can also find plenty of places to snipe from—you can access all building rooftops.

Harbor Assets		
PAC Control	16 Player	32 Player
UAZ-8	—	1
T-39	—	1
Orbital Strikes	—	2
UAV Unit	—	1
Radar Station	—	1



Defend

Because of the Harbor's size and its spread-out assets, focus on locking down the two main access points. Toss mines along the central and northeastern roads to keep enemy vehicles out. Infantry attacks are harder to defend against as most of the facility's northern edge is open. Prioritize assets and focus defenses on them. For example, grab a recon kit with a sniper rifle and demo packs to keep an eye on the T-39 spawn point to the west—the crane or nearby ship both provide excellent views.

MAP FEATURES

Know Your Role!

Commander: Leave it up to your squad leaders to tell you when and where they need UAV reconnaissance and supplies. Focus orbital strikes on bottlenecks like the central road and Roadblock Area. As the EU commander, keep tabs on the PAC battle walker and disable it with orbital strikes.

Squad Leader: Squad discipline is a must, so make sure all squad mates are on task, whether attacking or defending. Maintain contact with the commander and request support as needed. As the attackers, PAC squad leaders should carry spawn beacons and drop them east of the Church or west of the Town Center till the southern control points are taken.

Recon: EU defenders make the most of the kit's sniper capability. Set up near the Church or Town Center and pick off PAC troops charging up the central road. Reinforce flags with demo packs, too. PAC attackers should use active camouflage to sneak past the front-line positions and capture northern control points like the Command Center.

Assault: This kit's assault rifles are useful in both offensive and defensive roles, particularly around the Roadblock Area, where automatic fire (or the shotgun upgrade) is a must. In the south, use the rocket upgrade's air burst mode to blast enemies hiding behind walls.

Engineer: EU engineers must lock down the main roads with mines and rocket fire to prevent PAC vehicle rush attacks. PAC engineers must keep the battle walker repaired and defuse EU explosives during the march north.

Support: Double your firepower by placing a sentry gun nearby and focusing your field of fire in a narrow space. The streets and alleys around the Roadblock Area are ideal for such setups.

KEY CHOKEPOINTS

Central Road



Attacking PAC units should avoid the central road, using the roads to the east or west instead.

In the south, the main road running north out of the Harbor is the primary route traveled by the PAC attackers. By advancing along this road, they can easily assault the South Offices, Town Center, and Church. However, the EU team can dish out serious damage by covering this road with mines, snipers,

automatic fire, and orbital strikes. PAC troops hoping to avoid this meat grinder should use the dirt road leading out of the Harbor's northeastern corner. This leads to the Church's eastern side of the Church. A similar road runs along the map's western edge, too, accessible near the Office Ruins. Both infantry and vehicles should use these paths in an attempt to divide the attention of the EU defenders.

Northern Roads

The central and western roads running through the town near the Roadblock Area provide the EU with another useful chokepoint. Defenders should clog these narrow paths with mines and sentry guns. Support troops and snipers are effective at suppressing enemy infantry moving along these roads. PAC attackers should avoid this fight by capturing the Command Center before assaulting the Roadblock Area. If they must advance through the town from the south, it's best to move along the eastern alleys.



Support troops equipped with sentry guns can lay down an incredible amount of fire on these narrow roads.



EU support troops should drop ammo packs at the front-line positions, mostly to keep engineers stocked up on mines and rockets.

LOGISTICAL CONSIDERATIONS

At the start of the battle, the EU defenders should set up supply points at the Church and Town Center, using ammo and first-aid kits dropped by assault and support troops. A steady supply of ammo is necessary to keep EU engineers stocked on rockets and mines. The PAC team must resupply and heal while on the move. As such, each

squad should consist primarily of assault and support troops. PAC commander supply drops should be reserved for repairing and rearming the T-39 Bogatyr. Keeping this battle walker in the fight is crucial to the PAC assault. To streamline communications, the T-39 crew may want to form their own squad, allowing the squad leader to speak directly to the commander and crew member.



CERBÈRE LANDING TESTER TIPS

STRATEGY

EU: The EU has to use the high ground to prevent the PAC from getting a good foothold in the town. You need some soldiers who can take out heavy armor, or the battle walker will slaughter the defense forces. Hold the Command Center at all times, because it is difficult to fend off an attack coming down from the hill while you are getting pounded from the south. With no heavy armor at your disposal, recapturing the Command Center can be difficult.

PAC: To win this battle, the PAC must get a good foothold on the mainland coming from the docks. Taking the Church will make the fight for the Town Center easier. If you can take the Command Center, you will find it much easier to win the entire battle, as that control point gives you access to the enemy commander's assets and an easier route to assault the rest of the map.

KEY CONTROL POINTS

Office Ruins

FEATURES: This area has been damaged by the pre-invasion pounding of the area from the sea.

ATTACK: Use the battle walker to help you break through the defenses and stir up some chaos in the enemy defense lines. Follow up with a coordinated infantry charge as the enemy hides from the battle walker.

DEFEND: Use the high ground to get an advantage. Dig in at the bunkers and the barracks above the control point.

Church

FEATURES: At this control point, you will find a large church with surrounding brick walls that has taken some damage during the strikes before the PAC landing.

ATTACK: Capturing this control point will be easier if you place a spawn beacon behind the church. This will give you a steady flow of reinforcements who can attack around the church at both sides. To access the control point, use the dirt road and paths on the far side of the large hill where the church is located. The main road going into the town will most likely be heavily guarded, as the spawns are close to the road. Use the FAV parked in one of the storage buildings close to the Harbor to support your team.

DEFEND: Alert your team if the attackers are using the far right route, to get help defending in the forest area. It's the easiest way for the attackers to fight their way up, because they have plenty of cover and pathways. Look for enemy squad beacons in the forest and destroy them to delay the attackers' reinforcements.

Town Center

FEATURES: This is a dense part of the town, which expands to the town center.

ATTACK: This control point can best be accessed by making your way up from the Office Ruins road on the far left side in combination with an assault from the Church. Place a spawn beacon in the parking lot just off the road coming into the town from the left.

DEFEND: Mine the entry points to keep out the battle walker, and use all available cover for defense.

Roadblock Area

FEATURES: The EU has attempted to put up a roadblock, but PAC assaults have kept it from completing the barriers. The EU forces have cleared some abandoned town houses to make way for military housing.

ATTACK: If you control the Command Center at this point, this control point will be easier to take than if you just attack it head-on. There is plenty of cover near this flag.

DEFEND: You have very good areas here for defending this flag, both on the nearby hill and on the high walls around this control point. If you lose the Command Center before you have to defend this flag, those advantages are gone, so don't give the enemy a chance to attack from that control point.

Command Center

FEATURES: This is the main strategic objective for this stage of the PAC invasion. A huge Command Center is erected on the top of the hill, overlooking the entire town and the nearby sea.

ATTACK: Use the western paths to get infantry into the grounds, and place spawn beacons behind the storage facilities so that you can get a steady flow of reinforcements in. To make the attack easier, place the beacon on the roof of the building and defend the stairs going up to it.

DEFEND: Make sure no one gets into the base from the forest through the broken fence. Place mines in the gate entry, so that FAVs can't easily race through. Protect the stairways up to the flag and the roof, where you will find good sniping spots.



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FALL OF BERLIN

FALL OF BERLIN

On July 10th 2140, as part of Operation Thunder, fifteen squadrons of PAC gunships wrestled control of the skies above eastern Germany. The victory allowed PAC Titans to airdrop entire regiments of the Northern Command Group behind the EU's Brandenburger Line. Surrounded, the EU Expeditionary Force quickly capitulated. The path to Berlin was cleared. On August 15th the PAC waged an all-out offensive on the city. After two months of intense fighting, Berlin fell. The remaining EU forces retreated to France where they would make a last stand before evacuating to Africa.

CONQUEST: 16 PLAYER

White - Convertible
Blue - EU Control Only
Yellow - PAC Control Only

STREETS

Battle Walker (1)
Orbital Strikes (2)
UAV Unit (1)
Radar Station (1)
Railgun (2)

ROADBLOCK

Railgun (1)

CROSSROADS

Railgun (1)

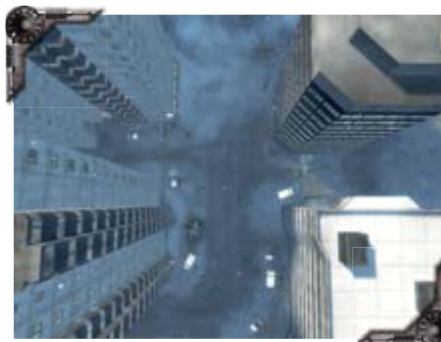
SQUARE

Orbital Strikes (2)
UAV Unit (1)
Radar Station (1)
Railgun (2)

Game Type: Conquest Assault
Total Control Points: 4
Convertible Control Points: 3



Square



Streets

EU Strategy

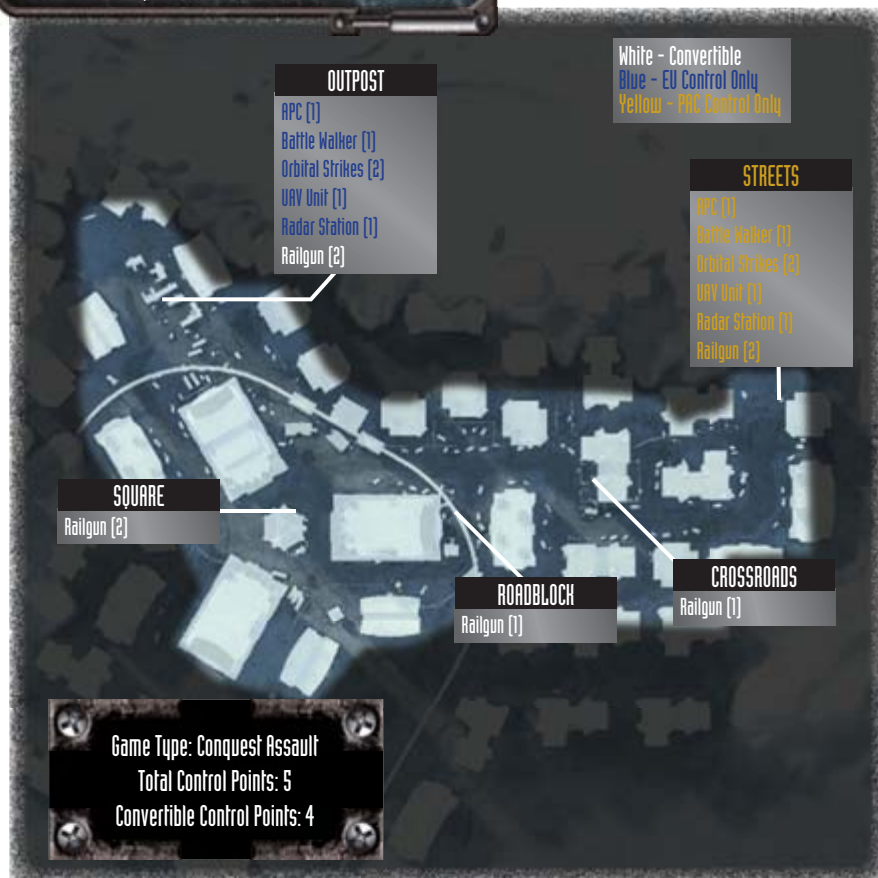
Maintaining the drain on the PAC ticket count is the focus at the start of the battle. All team members

should spawn at the Crossroads and prepare for the PAC assault. Engineers are needed to place mines and fire rockets at the approaching battle walker. Recon troops should pack each flag's capture radius with demo packs, then fall back and provide cover with a sniper rifle. Sentry guns placed near the flag can surprise attackers too. If the PAC team captures the Crossroads, center the bulk of your defenses at the Roadblock. But station a couple of defenders at the Square too, as breakthrough attacks are a strong possibility. More mines, demo packs, and sentry guns can help hold these two positions.

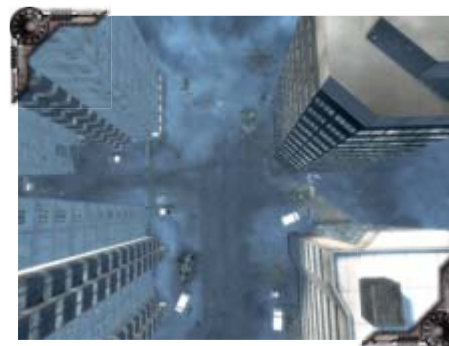
PAC Strategy

Stop the ticket drain by attacking and capturing a control point. Although heavily defended, the Crossroads is the easiest to reach. Distract defenders with the T-39 Bogatyr while squads attempt to flank the flag from the northern and southern alleys—infantry should not advance along the street! After taking the Crossroads, defend it while staging attacks on the Square with the battle walker. Infantry can help out with this fight by using active camouflage to bypass the Roadblock. Capture the Square and knock out all the EU commander's assets. Finally, squeeze the Roadblock in the center, attacking simultaneously from the Square and Crossroads. Use the T-39 and orbital strikes to soften up the defenders, then rush in with infantry to convert the flag, denying the EU team a spawn point. Afterward, defend the three control points to prevent any stragglers from opening a new front.

CONQUEST: 32 PLAYER



Outpost



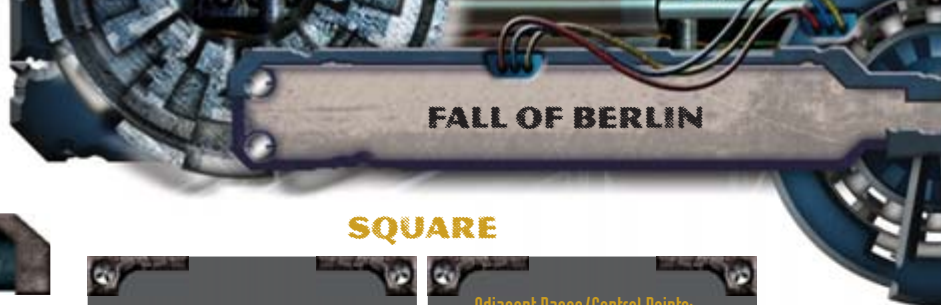
Streets

EU Strategy

This time the EU team has some extra firepower to help stop the PAC assault. While most of the team digs in at the Crossroads, no more than two or three teammates should spawn at the Outpost and bring the L-5 Riesig and AVM-2 Groundhog to the front lines. Keep both vehicles in the street west of the Crossroads. From here they can watch the flag as well as prevent breakthrough attempts. Hold the Crossroads as long as possible to maintain the drain of the PAC ticket count. If it falls, retreat to the Roadblock and Square. It's also a good idea to reinforce the Outpost to defend against sneak attacks. The Roadblock is hard to hold, but the Square provides more defensive opportunities, especially if supported by the battle walker and APC. Make sure both streets leading to the Outpost are adequately defended at all times. The vehicle spawns at the Outpost are crucial to an EU victory. Without them, the PAC team has a tremendous advantage in firepower and mobility. Don't let the Outpost fall!

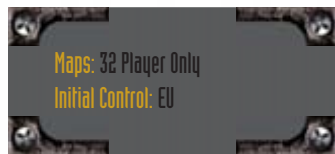
PAC Strategy

Once again, the PAC team must grind against the Crossroads in an attempt to stop its ticket drain. Even with the additional APC, breakthrough attempts are very difficult, given the likelihood of mines and other nasty surprises on the western streets. Instead, rush the Crossroads with the T-39 and infantry before the EU's vehicles can respond. Once you've captured the Crossroads, set up stiff defenses to defeat the inevitable counterattacks. Next, focus on taking the Square and Outpost, bypassing the Roadblock altogether. The APC or recon troops equipped with active camouflage can often break through the chaos and hit these western control points with minimal opposition. Capturing the Outpost should be the primary goal. Without its battle walker or APC, the EU team is greatly weakened. Holding spawn points on the eastern and western map edges also divides the defenders, making the central control points much easier to capture. Finish off the EU team by squeezing it in the middle, forcing it to make its last stand at the Roadblock.



BASES & CONTROL POINTS

OUTPOST



Maps: 32 Player Only
Initial Control: EU



Adjacent Bases/Control Points:
• Square

This western control point serves as the EU base in 32-player battles, spawning an AVM-2 Groundhog as well as an L-5 Riesig. These two vehicles give the EU team some much-needed firepower when holding or counterattacking control points to the east, so the PAC team should try to capture this control point as soon as possible. Eliminating the EU's battle walker, APC, and commander assets can drastically tilt the odds in the PAC's favor.

Attack

Two main paths lead into the Outpost. The street to the southeast is barricaded by crates and other objects, preventing vehicle passage from the Square. Take this path when attacking on foot. It provides plenty of cover and you won't have to worry about running into any vehicles. All vehicular assaults must approach along the street to the south. Avoid getting bogged down in the street while dueling with defenders at the Outpost—you won't win. Instead, rush the control point while laying down heavy fire on the railgun positions—but watch out for mines. Both infantry and vehicles can gather within the flag's capture radius. But it takes a while to convert, so don't try to capture it on your own.

Defense

Tucked along the western edge of the map, defenders can focus all their efforts to the east. First, lock down the two streets. In the southeastern street, prepare for infantry attacks by placing sentry guns and anti-personnel mines. The southern street can be covered by the two railguns and a few anti-vehicle mines. Back near the control point, use a recon kit to sprinkle some demo packs around the flag, then take up a position on one of the platforms to the north to snipe incoming attackers. In a pinch, the EU battle walker and APC can also lend their impressive firepower to the control point's defense.

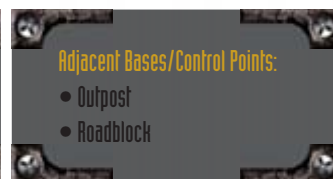
Outpost Assets				
EU Control	PAC Control	16 Player	32 Player	
AVM-2	—	—	1	
L-5	—	—	1	
Orbital Strikes	—	—	2	
UAV Unit	—	—	1	
Radar Station	—	—	1	
Railgun	Railgun	—	2	



SQUARE



Maps: 16 and 32 Player
Initial Control: EU



Adjacent Bases/Control Points:
• Outpost
• Roadblock

In 16-player battles, this traffic circle serves as the EU base. It's still held by the EU at the outset of 32-player battles, but it's more of a buffer control point on the Outpost's eastern flank. The flag is planted in the small elevated plaza at the center of the traffic circle. But the capture radius is rather large, allowing vehicles to convert the flag from the street.

Attack

The open space surrounding the flag makes it difficult to capture, as defenders can cover it from all angles. When possible, rush the Square with an APC and quickly unload teammates right next to the central plaza, where the flag is positioned. Get out of the APC as soon as possible and find cover near the flag. You stand a much better chance of surviving on foot than you do sitting in a stationary vehicle. If an APC isn't available, wait till some sort of vehicle support is. Combined infantry and vehicle attacks are the best way to assault this control point, especially if it's heavily defended.

Defend

In 16-player battles, defenders have to worry only about the two eastern streets. Both are relatively easy to cover with the two railguns and a few mines. But the Square plays a more central role in 32-player battles, requiring defenders to watch the two streets to the west if the Outpost is held by the opposing team. In a worst-case scenario, the Square could be hit from all four of the surrounding streets. In such cases, it's best to focus defenses around the flag by loading the capture radius with mines and demo packs. Retreat to a covered position along the Square's perimeter and engage attackers rushing the flag.

Square Assets				
EU Control	PAC Control	16 Player	32 Player	
Orbital Strikes	—	2	—	
UAV Unit	—	1	—	
Radar Station	—	1	—	
Railgun	Railgun	2	2	



ROADBLOCK

Maps: 16 and 32 Player

Initial Control: EU

Adjacent Bases/Control Points:

- Square
- Crossroads

With the exception of its spawn point, the Roadblock doesn't provide much for either team. The flag is positioned in an alley on the eastern side of a large building, accessible by infantry and vehicles. Because of the cramped surroundings, the battle for this flag is often fought at short range. Gear up accordingly.

Attack

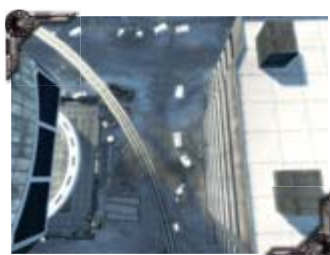
When assaulting from the east, advance on foot through the tunnel in the building just east of the flag. This is the most direct path from the Crossroads, and it allows you to avoid the chaotic firefights in adjacent streets to the north. This narrow tunnel may be booby-trapped, however, so advance with caution. When attacking the Roadblock from the west, use the less-traveled southwestern street. This path is open to vehicles and infantry, allowing you to flank the flag from the south.

Defend

Attacks originating from the west are the easiest to stop from this control point. Use the railgun near the flag to cover the western street, targeting vehicles and infantry near the Crossroads. Drop sentry guns and mines along the street and nearby tunnel to help reinforce the control point from western attacks. But if attackers approach from the Square to the west, both approaching streets must be covered. The railgun isn't much help in this situation, so use mines, rockets, and focused automatic and sniper fire to hold back attackers. For insurance, drop some demo packs around the flag.

Roadblock Assets

EU Control	PAC Control	16 Player	32 Player
Railgun	Railgun	1	1



CROSSROADS

Maps: 16 and 32 Player

Initial Control: EU

Adjacent Bases/Control Points:

- Roadblock
- Streets

In battles of both sizes, the Crossroads is the EU front-line position, destined to face the brunt of the PAC assault. Holding this position and all other control points to the west allows the EU to bleed the PAC ticket count, so a strong stand is important here to prevent its capture and any breakthrough attempts. The flag stands in a small walled-in area on the eastern side of a building.

Attack

Hit the Crossroads from multiple directions with a combined infantry and vehicle assault. From the Streets, head northwest, through the alley and up the snowy slope. Drop over the edge of the steep slope, and head south to surprise defenders from the north. More infantry can assault through the alleys to the southwest, emerging near the railgun. Meanwhile, use the T-39 to draw attention away from the infantry assaults by advancing along the western street.

If attacking from the west on foot, use the tunnel near the Roadblock. With a vehicle, rush in along the main street.

Defend

While most attacks are likely to come from the main street to the east, infantry flank attacks are a major concern too. Use engineer kits to mine and cover the eastern street with rocket fire. Deploy sentry guns and snipers to watch the slope to the northwest and the alley to the south. If blocking these avenues of attack doesn't work, reinforce the flag with demo packs and other explosives. Attacks from the west are more predictable and can be stopped mostly with mines and focused fire along the street and tunnel.

Crossroads Assets

EU Control	PAC Control	16 Player	32 Player
Railgun	Railgun	1	1



TIP

EU engineers and recon snipers can cover the western street by lying prone in the tunnel between the Roadblock and Crossroads. Use the small piles of snow for partial cover and concealment. This is an excellent spot for engineers to ambush incoming vehicles like the PAC battle walker.

STREETS



Maps: 16 and 32 Player
Initial Control: PAC



Adjacent Bases/Control Points:
• Crossroads

This is the PAC team's base in both battles, providing nearly identical assets, though they do gain a BTR-4 in the 32-player variation. Like any attacker's base in an assault battle, this one can't be captured. But the PAC team should still devote some manpower to keeping an eye on the commander assets and valuable vehicle spawn points. Without these assets, the PAC's chances of victory are slim.

Attack

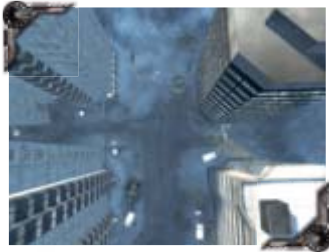
Capturing or sabotaging the PAC's T-39 Bogatyr should be a priority for EU attackers. Denying PAC its only battle walker can greatly tilt the odds in your team's favor, especially during 16-player matches. There's no easy way to sneak into the Streets, so such operations are best conducted by recon troops equipped with active camouflage. Stay along the southern side of the western street to avoid being detected. While scouting the base, drop some demo packs on their commander's assets too. If the T-39 isn't there, wait for it to spawn and hijack it.

Defend

Most of the PAC team is needed on offense, so don't worry about devoting too much manpower to defending this base. Keep an eye on the status of the commander assets and repair as needed with an engineer kit or supply drops. One two-man squad should be assigned to the T-39. When not piloting the battle walker, that squad should camp at its spawn point, preventing EU attackers from getting too close.

Streets Assets

PAC Control	16 Player	32 Player
BTR-4	—	1
T-39	1	1
Orbital Strikes	2	2
UAV Unit	1	1
Radar Station	1	1
Railgun	2	2



MAP FEATURES

Know Your Role!

Commander: Pound the map's bottlenecks and enemy battle walker with orbital strikes. Also, keep supplies dropping at front-line positions like the Crossroads. Offer UAV support to your attacking squads, allowing them to spot defenders camped around flags—this is most helpful at the Square. Run constant radar scans to spot enemy flanking maneuvers and route squads to these areas to investigate.

Squad Leader: Deploy spawn beacons in the northern or southern alleys, where your incoming pods are less likely to be spotted by nearby enemies. Spawning in these alleys allows you to attack from unexpected angles, giving your squad the jump on defenders. As usual, keep in constant contact with your squad members and inform them of any changes in orders.

Recon: On defense, demo packs are a huge help when holding down control points. Sniper tactics are also effective near the Crossroads and Square. When attacking, go spec ops with some demo packs and active camo to hit the opposing team's base.

Assault: Choose this kit when attacking control points. If available, bring along the shotgun and defibrillator upgrades. Both are helpful when fighting in the cramped spaces of the Crossroads and Roadblock.

Engineer: Make it your sole mission to ambush the enemy's APC and battle walker. Load up on both types of mines and scatter them across the streets near the Crossroads. Watch the mined streets from a distance and complete the ambush with rocket fire, preferably once the enemy vehicle is disabled by EMP.

Support: Instead of positioning sentry guns in the open streets, place them in areas around the flags where they can surprise attackers at close range. When attacking, consider taking along the shotgun for close-quarter fights at the Crossroads and Roadblock. Or stay back and provide suppressing fire while your squad moves in for the capture.

KEY CHOKES POINTS

Eastern Street

The street running past the Crossroads and Roadblock is packed with activity, particularly at the outset of each battle. Why? This is the only passable terrain accessible to both vehicles and infantry. By filling this street with mines, orbital strikes, and automatic fire, EU defenders can stop all



EMP mines are a great way to temporarily disable battle walkers. While they are disabled, fire at their weak knee joints.

PAC traffic along this path. Therefore, the PAC team is better off leading the assault on foot. Infantry can flank the Crossroads by attacking through the alleys to the north and south. The Roadblock can be assaulted through the tunnel just east of the flag. Once these areas are captured, the PAC vehicles have a better chance of spreading out, making them less vulnerable to ambushes.

Outpost Street



Stretch a line of mines across this road west of the Square to prevent PAC vehicles from reaching the Outpost. But make sure you leave some room for your own vehicles to get through.

In 32-player battles, expect PAC rush attacks on the Outpost. They'd love to stop the L-5 Riesig from spawning. The street on the western edge of the Square is the only access point available to attacking vehicles. EU defenders can stop most rushes on the Outpost simply by mining and defending this narrow street. The nearby railgun at the Square is well positioned to handle attacks

along this street too. To avoid getting blasted by mines and other booby traps along the western street, PAC attackers should use the barricaded street northwest of the Square. Because of various obstacles, vehicles can't enter this street. But infantry can sneak past the barricades and stage a more covert attack on the Outpost.

LOGISTICAL CONSIDERATIONS

Obviously, the area around the Crossroads is the site of much-needed logistical support for both teams. Assault and support troops should scatter first-aid and ammo packs around this area, preferably behind cover. Players equipped with a defibrillator can find full-time work reviving downed teammates. As the battle moves west, the EU should keep supplies positioned at control points they hold, while the PAC deploys supplies along alleys and other less-frequented avenues of attack.

Team commanders should stay in close contact with their battle walker pilots and provide them with supply drops. Battle walkers should fall back from the action while taking on repairs and supplies. Otherwise the supply crate could be targeted and destroyed by enemy forces. In 32-player battles, the APCs can also be used to repair and rearm battle walkers, as long as they're occupied by an engineer and support kit.



If driven by engineers, the APCs and battle walkers can repair each other. This is the best way to keep both vehicles in top shape.



If used properly, the mortars on the APCs can be a huge benefit in both offensive and defensive roles. Park the APC a safe distance from the target area and man the mortar position, with **[F2]**. Since the mortar can fire beyond visual range, have a squad mate act as a forward observer near the target area. The observer can watch the mortars hit and instruct how to adjust the weapon till it's on target. For best results, focus mortar fire on high concentrations of enemy infantry.



FALL OF BERLIN TESTER TIPS

STRATEGY

EU: The EU initially owns all control points, and should try to hold off the PAC forces for as long as possible. While most forces should start at the Roadblock, some troops must bring the battle walker and APC to the front. Meanwhile, engineers at the front line should try to delay the attackers by placing mines in their way. If a control point is lost, EU troops must regroup quickly and find good positions at the next control point. They can then use vehicles to mount a counterattack.

PAC: It is absolutely crucial for the PAC to break through and capture the Roadblock as quickly as possible. The PAC has the initial advantage of having a battle walker and APC right by the front line, and must use them as best they can. Once past the Roadblock, use momentum and deny EU the opportunity to dig in at a control point farther back.

KEY CONTROL POINTS

Roadblock

FEATURES: Narrow streets surrounded by snowed-in buildings.

ATTACK: Infantry has several access routes to the control point, while the vehicle routes are more restricted. Use vehicles to attack this control point if possible, but if you have no vehicles available, flank the position while keeping the defenders busy at the front. Vehicles alone are easy targets for engineers hiding on the balconies.

DEFEND: Use mines and sentry guns to harass and slow down the attackers, while ambushing them using the cover surrounding the area. Cover the alternate routes, or place a sentry gun if no one is available.

Crossroads

FEATURES: A monorail track passing by a former storage area.

ATTACK: Attacking this control point leaves you fairly exposed while crossing the street. Have someone cover your advance or pin defenders with grenades. If you are coming from the other direction, defenders may be hiding on the balcony of the building across the street. Watch for them as you approach the flag.

DEFEND: Good cover may be difficult to find close to the flag. If you decide to be up close, keep moving between cover while staying on the lookout for attackers trying to flank you. The building across the road gives the enemy a wide range of places to attack from.

Square

FEATURES: A monument in the middle of a shopping center.

ATTACK: This is a difficult control point to attack without vehicle support. Plenty of good sniping positions along the balconies may house snipers who will be waiting for careless attackers to cross the open square. Once inside the central monument, look for some cover and expose yourself as little as possible. Clearing the square of defenders may prove difficult, because they spawn around it. One tactic would be to suppress them from opposite balconies.

DEFEND: This is a control point best defended from a distance. Sentry guns could be used to surprise attackers who reach the central monument while the defenders stay behind cover. The control point is central, and attackers may be moving around it to the EU Base, so try to keep that route covered.

EU Base

FEATURES: A small military outpost in an urban area.

ATTACK: The routes into the base are limited, both for vehicles and infantry, and you may have to resort to brute force to capture it. While it doesn't spawn any vehicles for the PAC, it's still important to take it, because doing so denies the EU its vehicles.

DEFEND: The barracks give an advantage in height that is helpful against attacking vehicles, but they also offer a better view of the parking lot, from which infantry will most likely advance.



MINSK

The Cold War began in October 2139 with coordinated PAC invasions from the Persian Gulf to the Baltic Sea. In November, as part of Operation Canute, three battalions led by General Arkadi Petrov entered Minsk, a key EU command center in Northern Europe. The EU's Kriegspanzer 2nd Regiment fiercely defended the city for over four months until the PAC's elite Central Command Group broke through their southern flank, forcing them to withdraw. The Battle of Minsk featured the first frontline use of the militarized Titan, forever altering the character of modern warfare.

CONQUEST: 16 PLAYER

White - Convertible
Blue - EU Control Only
Yellow - PAC Control Only

MONUMENT COMPOUND

FAV (2)
APC (1)
Tank (1)
Battle Walker (1)
Orbital Strike (2)
UAV Unit (1)
Radar Station (1)
Railgun (1)

FRONT LINE

FAV (2)
Battle Walker (1)
Railgun (1)

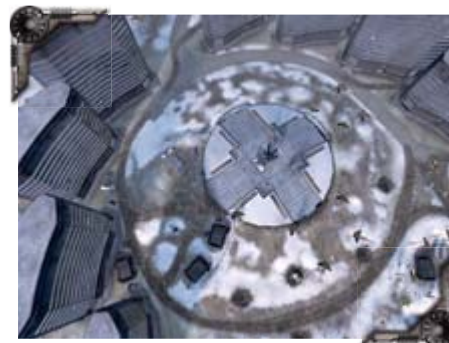
PAC CAMP

FAV (1)
APC (2)
Tank (1)
Orbital Strike (2)
UAV Unit (1)
Radar Station (1)
Railgun (1)

SOUTH OUTPOST

FAV (2)
Railgun (1)

Game Type: Conquest Assault
Total Control Points: 4
Convertible Control Points: 3



Monument Compound



PAC Camp

EU Strategy

In this assault battle, the EU must hold out at the Front Line as long as possible to maintain the initial drain on the PAC ticket count. Fill the Front Line's bunkers and trenches with engineers and support troops. Reinforce the front with the L-5 Riesig and A8 Tiger spawned at the Monument Compound. Hold at the Front Line as long as possible to continually bleed the PAC team's tickets. If they take the Front Line, immediately counterattack, leading the way with the A8 Tiger and the two L-5 Riesigs. But if the PAC forces are too strong, fall back and try to hold them at the South Outpost, once again using the defensive features to your advantage. If necessary, make a last stand at the Monument Compound, defending the flag on the hilltop with infantry while the vehicles form a defensive line to the east.

PAC Strategy

Don't waste time at the start of the battle—the PAC ticket count drains with each passing moment. Instead, rush the Front Line before the EU can set up its defenses. Use the Type 32 Nekomata to knock out the EU's L-5 Riesig from a distance, then rush in with APCs loaded with infantry to infiltrate the trenches. Capture the flag at the Front Line and reinforce the control point for the inevitable counterattack. Meanwhile, bypass the South Outpost with a UAZ-8 and capture the Monument Compound while the EU team is distracted with retaking the Front Line. Having encircled the EU, lay siege to the South Outpost from the east and west. Hold the Monument Compound and Front Line with infantry and APCs while sending the Type 32 Nekomata and T-39 Bogatyr in to capture the South Outpost, denying the EU team a spawn point.



Monument Compound



PAC Camp

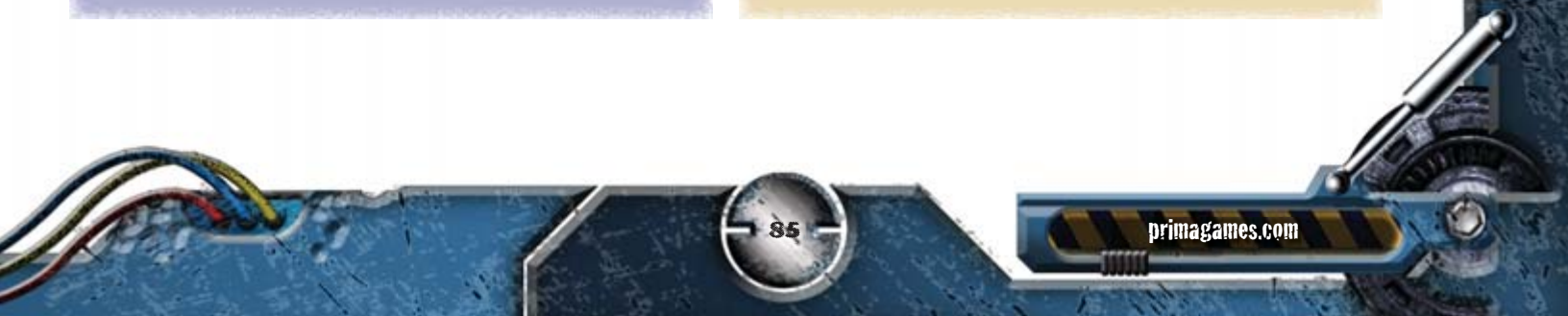
EU Strategy

As in the 16-player battle, start by bulking up defenses at the Front Line—most of the team should spawn here.

Meanwhile, move all of the A8 Tigers and L-5 Riesigs from the South Outpost, Hill, and Monument Compound east to reinforce the Front Line. Man the AA Turrets at each control point to prevent the PAC's Type 4 from breaking through and opening a new front to the west. If the Front Line falls, split defenses between the South Outpost and Hill in an attempt to prevent breakthrough ground attacks on the Monument Compound. While digging in on the ground, use the UD-6 Talon (crewed by the team's best pilot and gunner) to knock out the PAC's tanks and battle walkers with rockets and TV-guided missiles. Continually try to retake the Front Line (and any other control points) to resume the drain on the PAC ticket count. This is the best way to maintain an edge.

PAC Strategy

Once again, the EU defenses are relatively weak at the Front Line, so rush this position before they have a chance to adequately reinforce it with tanks and air power. Overrun the Front Line with infantry and the Type 32s while the Type 4 Dragon provides close air support by taking out the EU battle walker and any incoming A8 Tigers. Hold at the Front Line while assaulting the Hill with the newly spawned T-39 and some infantry. As soon as the Hill is secured, flank the South Outpost from the north while raiding the Monument Compound to the west. Try to capture the Monument Compound first, forcing the EU to spawn at the South Outpost. Finish off the EU forces at the South Outpost, squeezing the control point from all directions. Use all available T-39 Bogatyrs and Type 32 Nekomatas to assault the South Outpost at close range to convert the flag, securing a victory for the PAC.



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CONQUEST: 64 PLAYER



EU Headquarters



PAC Camp

Game Type: Conquest Assault
Total Control Points: 8
Convertible Control Points: 7

EU Strategy

As usual, focus the bulk of the starting defense at the Front Line, backing it up with engineers as well as A8 Tigers and T-39 Riesigs pulled from the rear control points. But maintain a defensive presence at the western control points too, watching for sneaky airborne assaults. If the Front Line is captured by the PAC, form a solid line between the Hill and South Outpost, stopping any attempts to break through. But if either of these control points is compromised, retreat to the northwestern plateau and make a stand at the Ghost Town, Roadblock, and EU Headquarters. The three narrow roads ascending this hill are great choke points, bringing armored vehicle traffic to a slow crawl. Hammer the PAC forces at these critical bottlenecks to further deplete their ticket count. Divert their attention by dropping squad leaders on the Front Line and other PAC-held control points, using the UD-6 Talon. Keep up the pressure till the PAC team is out of tickets.

PAC Strategy

Just as you did in the smaller battles, commence the ground attack on the Front Line, using infantry and vehicles spawned at the PAC Camp. But while grinding against the Front Line, run some deep airborne raids on rear control points by dropping squad leaders out of the Type 4 Doragon. The Ghost Town is a good spot to open a new front—it has no AA Turret and can be reached directly from the PAC Camp by flying out of bounds for a few seconds. Even if the Ghost Town can't be held, targeting it draws EU manpower from the Front Line, allowing PAC ground forces to gain a foothold. Continue pushing west on the ground while staging more airborne assaults on the northwestern control points. Hold at the Front Line and Hill, then hook north into the Ghost Town, EU Headquarters, and Roadblock. Finish off the EU defenders at the Monument Compound and South Outpost, attacking simultaneously from the north and east.

BASES & CONTROL POINTS

EU HEADQUARTERS



Maps: 64 Player Only
Initial Control: EU



Adjacent Bases/Control Points:
• Roadblock
• Ghost Town

EU Headquarters Assets

This rear control point is home to the EU commander's assets in the 64-player battle, but it isn't a base. Like all other EU-held control points on the map, this one can be captured by PAC forces. Therefore players on the EU team should take steps to defend this site, helping maintain the commander's assets as well as the only UD-6 Talon spawn point. This control point also has the only landing pad on the map, a valuable asset for pilots on both teams.

Attack

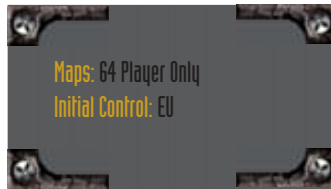
Stage attacks on the EU Headquarters while most players are distracted by the heavy fighting at the front lines to the east. Slip in from the air or rush in with an FAV, advancing along the paved road near the Ghost Town. If playing as the PAC, knock out the EU's orbital strike with a couple of demo packs before attempting to convert the flag. Otherwise, steal a vacant tank or APC while camping the flag's capture radius. If no armored vehicles are available, approach on foot and hide along the stairway to the north while converting the flag, dropping prone for greater concealment. The flag takes a while to convert on your own, so bring along some squad members to accelerate the process.



Defend

Attacks on the EU Headquarters are rather persistent, so make sure a small squad is posted here at all times. There is an AA turret on the ground close to the road that comes up from the Roadblock Area which can be used to knock down enemy aircrafts. Both railguns are well positioned to cover the southern roads, particularly the one next to the landing pad, which can fire down into the Ghost Town, vaporizing any enemies gathered near its flag. Booby-trap the flag's capture radius, too, in the event enemy units break through the outer defenses. Mines or demo packs near the flag's base are effective, but be sure to cover the nearby northern structure as well, preferably with anti-personnel mines.

GHOST TOWN



Maps: 64 Player Only
Initial Control: EU



Adjacent Bases/Control Points:
• EU Headquarters
• Roadblock
• Hill

The small suburban homes at the Ghost Town have been pummeled by orbital strikes, leaving nothing but stripped-down ruins. Although the site spawns only a few FAVs, the spawn point provides easy access to the paved road ascending the northwestern plateau. The EU team should control traffic along this road to prevent PAC ground forces from reaching the EU Headquarters.

Attack

When attacking from the lower terrain to the south, use the paved road south of the Ghost Town to climb the steep slope, preferably in an FAV. If you're expecting heavy resistance at the control point, ditch the vehicle before reaching the crest of the hill—otherwise you rush right into the view of a pair of railguns. Instead, move in on foot along the western edge of the road, using the damaged buildings for cover and concealment on your way to the flag. At the flag, use the low wall for cover while loitering inside the capture radius.

Ghost Town Assets

EU Control	PAC Control	16 Player	32 Player	64 Player
MH-15	UAZ-8	—	—	3
Railgun	Railgun	—	—	2



Defend

Most attacks advance along the paved road to the south that leads directly to the flag. Halt such advances with the two railguns, blasting enemy vehicles as they reach the crest of the hill. The northern railgun has a great view of the western dirt road and is capable of engaging traffic approaching from the Roadblock. If manpower is an issue, hold back and hide in one of the damaged houses, watching the flag from a distance with an engineer kit's rocket launcher at the ready. Avoid mining the paved road, as friendly units need to use this route. Scattering a few demo packs around the flag is a good solution to the friendly-fire problem. If enemy attacks get too strong to repel, reinforce the control point with a tank or battle walker.

ROADBLOCK

Maps: 64 Player Only
Initial Control: EU

Adjacent Bases/Control Points:

- EU Headquarters
- Ghost Town
- Monument Compound

Roadblock Assets

EU Control	PAC Control	16 Player	32 Player	64 Player
<u>MH-15</u>	<u>UAZ-8</u>	—	—	2
<u>Railgun</u>	<u>Railgun</u>	—	—	1
<u>AA Turret</u>	<u>AA Turret</u>	—	—	1

The dirt road at the Roadblock is an alternate route up the northwestern plateau, connecting the EU Headquarters and Monument Compound. The flag here is flanked by two massive concrete bunkers, offering elevated views of the surrounding area. Like the Ghost Town, the Roadblock doesn't provide a wealth of assets, but it's a critical choke point for the EU when defending the EU Headquarters.

Attack

Avoid assaulting the Roadblock from the south. Instead, advance from the east, either on foot or along the dirt road leading in from the Ghost Town, and flank the bunkers and flag from the north. Open fire on any visible defenders in the bunkers or sitting in the defensive weapons while moving toward the flag. If attacking in an armored vehicle, simply park next to the flag to convert it. But if you're on foot, rush inside the western bunker and convert the flag from within.



Defend

As long as the Ghost Town is held by your team, expect most attacks to advance from the south. Man the railgun west of the flag to slice open enemy vehicles attempting to rush up the dirt road. Or blast air threats with the AA turret to the east. The two bunkers near the flag are great cover positions, too, allowing infantry to fire down on incoming attackers. But even these assets might not be enough to repel attacks. Since the control point spawns only FAVs, consider reinforcing it with tanks or battle walkers for additional firepower.

MONUMENT COMPOUND

Maps: All
Initial Control: EU

Adjacent Bases/Control Points:

- Roadblock
- Hill
- South Outpost

The Monument Compound is the main rear control point for the EU team in the 16- and 32-player battles, and home to the EU commander's assets. This sprawling skyscraper complex is similar to the one at the EU Headquarters to the north. But here the central plaza's hilltop is adorned with a tall monument and the control point's flag, not a landing pad—an important distinction when searching for a place to repair your aircraft.

Monument Compound Assets

EU Control	PAC Control	16 Player	32 Player	64 Player
<u>MH-15</u>	<u>UAZ-8</u>	2	2	3
<u>AVM-2</u>	<u>BTR-4</u>	1	1	1
<u>AB</u>	—	1	1	1
<u>L-5</u>	—	1	—	—
<u>UD-6</u>	—	—	1	—
<u>Orbital Strike</u>	—	2	2	—
<u>UAV Unit</u>	—	1	1	—
<u>Radar Station</u>	—	1	1	—
<u>Railgun</u>	<u>Railgun</u>	1	1	1
<u>AA Turret</u>	<u>AA Turret</u>	—	1	1



Attack

Assault the Monument Compound from the east, avoiding its vehicles and the defensive weapons positioned along the line of western skyscrapers. The monument hilltop is barricaded, surrounded by dragon's teeth and a low concrete wall. But infantry and battle walkers can easily overcome these obstacles to reach the flag—APCs and tanks can get over the low concrete wall at its lowest point to the west, near the AA turret. At the top of the hill, use the containers or white storage tank for cover while converting the flag.

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Defend

The eastern side of the monument is totally open. This is the most likely direction of incoming assaults, so position a tank (or even an APC) on the eastern side to deter enemy incursions. Engineers and recon troops are effective on the monument hilltop, firing down on attackers while taking cover among the containers. For an even higher vantage point, climb the white storage tank. Or better yet, hitch a ride on an gunship and drop down on a skyscraper's rooftop. Friendly vehicle traffic is minimal on this hilltop, so don't be shy about loading the flag's capture radius with mines and other booby traps.



TIP

Tanks and APCs positioned on the monument hilltop have a clear view of the South Outpost and Front Line. Use the tank's main gun and the APC's mortar to fire on enemies at these eastern control points. Remember to elevate your barrel drastically to compensate for distance. This is a good spot to test your long-range skills. Make sure your draw distance is maxed out in the video options to get the most out of this position.

SOUTH OUTPOST

Maps: All	Adjacent Bases/Control Points:
Initial Control: EU	• Monument Compound
	• Hill
	• Front Line

This back-up defensive line sits about 300 meters west of the Front Line, giving EU defenders a second chance at stopping the PAC advance. The South Outpost consists of a lengthy north-south trench system and three concrete bunkers. All vehicles are spawned to the west of this line, keeping them relatively safe from incoming fire. The flag is also positioned to the west, requiring PAC attackers to overcome the line and bunkers to reach its capture radius.

South Outpost Assets

EU Control	PAC Control	16 Player	32 Player	64 Player
MX-15	UAZ-8	2	1	2
AVM-2	BTR-4	—	1	—
AB	Type 21	—	1	2*
Railgun	Railgun	1	2	2
AA Turret	AA Turret	—	1	1

*EU Control Only

Attack

Never advance on the South Outpost head-on. Instead, flank the trench system from the north or south. Try driving an APC up to the southern flank and unloading infantry directly into the trench. While infantry assault the trench from the south, encircle the line with tanks and battle walkers from the north, overwhelming any defenders in the bunkers or rear positions. Throw in some orbital strikes to intensify the chaos, enticing defenders to retreat or spawn elsewhere. Park some armored vehicles near the flag to convert it, constantly watching the trench and bunkers for any stragglers.



Defend

Expect most attackers to hit the trench head-on, aiming for one of the two bridges. Use these bridges as choke points, lining them with mines or demo packs to halt vehicle rushes. Pack the trench and bunkers with rocket-toting engineers. The railguns are positioned to the west, behind the trench, so engineers have the best chance of knocking out incoming tanks and battle walkers at long range. When applicable, man the AA turret on the central bunker. It has an amazing 360° view of the surrounding airspace and is vital in preventing air strikes and airborne raids. If available, back up the trench and its flanks with tanks and battle walkers—especially if the enemy holds the Hill to the north.



HILL

Maps: 32 and 64 Player
Initial Control: EU

Adjacent Bases/Control Points:

- Ghost Town
- Monument Compound
- South Outpost
- Front Line

In the 32- and 64-player battles, the Hill is an important control point for the PAC. In addition to spawning a battle walker, holding the Hill allows the PAC to stage deeper incursions into EU territory, by flanking the South Outpost or by rushing the northwestern plateau to reach the EU Headquarters. Unlike the South Outpost and Front Line, the Hill is relatively easy to assault, requiring EU defenders to reinforce this weak spot in their northern flank.

Attack

Assault the Hill from the west, using one of the two dirt roads to bypass the defensive features overlooking the southern slope and road. Move in stealthily by foot or quickly in an FAV. This is the best way to catch defenders by surprise, as they're most likely expecting attacks from the south. Target any defenders in the bunker or trenches while camping the flag's capture radius—knock out the railgun near the southern slope too. If on foot, stay quiet and convert the flag while hiding near the crates or structure to the west.

Hill Assets

EU Control	PAC Control	16 Player	32 Player	64 Player
MH-15	UAZ-8	—	1	2
AB	Type 21	—	1*	1
L-5	T-39	—	1	1
Railgun	Railgun	—	1	1
AA Turret	AA Turret	—	1	1

*EU Control Only



Defend

Don't skip on defense at the Hill, especially if the Front Line has fallen. Take up positions in the bunker or trench systems by the southern road to engage enemies near the Front Line or South Outpost. The railgun has a great view of the no-man's-land between these two control points and is great for scoring side hits on tanks and other armored vehicles moving through this high-traffic area. Like the AA turrets at the Front Line and South Outpost, this one is also positioned on the bunker's roof, giving it great coverage of the surrounding airspace. Use it to blast air units assaulting the southern control points or attempting to break through to the west. Defend against vehicle rush attacks by packing the flag's capture radius with mines or demo packs. If necessary, use the battle walker spawned here to blast attackers off the Hill.



The dirt road ascending the adjacent northwestern plateau leads out of bounds in the 64-player battle. But an FAV sprinting along this road can reach the Ghost Town before any punitive damages are applied.

FRONT LINE

Maps: All
Initial Control: EU

Adjacent Bases/Control Points:

- South Outpost
- Hill
- PAC Camp

Front Line Assets

As its name states, this is the EU front line in all battle variations. Located approximately 350 meters west of the PAC Camp, EU defenders only have a few seconds

EU Control	PAC Control	16 Player	32 Player	64 Player
MH-15	UAZ-8	2	1	2
AVM-2	BTR-4	—	1	1
L-5	T-39	1	1	1
Railgun	Railgun	—	2	2
AA Turret	AA Turret	—	1	1

to prepare themselves for the incoming assault. The massive trench system and concrete bunkers are effective fortifications, providing infantry with excellent cover and views of the eastern approach. Whichever team holds the Front Line is rewarded with a battle walker, useful for defending this site, or attacking the nearby control points.

Attack

As at the South Outpost, infantry and vehicles must work together to overcome the defensive fortifications at the front line. Get infantry into the two trench branches stretching out to the east while recon troops provide covering fire from a distance. Continually pound the bunkers with heavy fire from tanks and the APC's mortar while advancing toward the control point. Make sure the trenches flanking the main dirt road are clear of enemy troops before moving vehicles toward the bridge. Watch for mines and other explosives lying across the bridge—a recon soldier equipped with the unlocked Zeller-H sniper rifle can detonate booby traps at long range. Get armored vehicles across the bridge and within the flag's capture radius on the western side of the central bunker.

Defend

If any team (especially the EU) hopes to hold out at the Front Line, it will need tank support. Reinforce the control point with tanks spawned at the South Outpost or Hill. During the initial PAC assault, position tanks behind the trenches for cover and fire at incoming vehicles at long range. The battle walker spawned here should hold back behind the central bunker and guard the flag—it won't stand a chance in long-range duels with advancing tanks. Engineers are a huge help here, using their rocket launchers to assist in taking out enemy armor, as well as mining the bridge east of the bunker. The railguns are useful during close-quarter encounters with enemy armor, but the AA turret (on the central bunker's roof) has a much broader view, capable of hitting ground units to the east as well as aircraft in any direction.



PAC CAMP

Maps: All

Initial Control: PAC

Adjacent Bases/Control Points:

• Front Line

This base is the staging area for the PAC assault. Players spawning here have the choice of three different spawn points; two to the east and one to the west.

Infantry can get a jump on the northern trench at the Front Line by spawning to the west while players hoping to drive vehicles should use the easternmost spawn point. The Type 21 hover tanks spawned here are essential to a PAC victory, so it's important that the PAC team keeps these vehicles at the lead of the assault, even after the Front Line falls.

PAC Camp Assets

PAC Control	16 Player	32 Player	64 Player
URZ-8	1	2	2
BTR-4	2	1	1
Type 21	1	2	3
Type 4	—	1	1
Orbital Strike	2	2	2
UAV Unit	1	1	1
Radar Station	1	1	1
Railgun	1	1	1
AA Turret	—	1	1



Attack

Although the PAC Camp can't be captured, don't rule out small-scale raids. Wait till the PAC team is busy spawning at other control points, however, or you face heavy resistance. Rush in with an FAV or sneak in with the aid of active camouflage. The PAC commander's assets are scattered along the northern edge of the base, so use the structures for cover while moving between them. Don't leave till a Type 32 Nekomata or the Type 4 Doragon is available. Consider stealing the Type 4 and hiding it somewhere in EU territory to deny the PAC its only air unit. But don't just stash it and forget it. You need to stay inside or near the aircraft to prevent it from self-destructing and respawning at the PAC Camp.



Defend

The commander or a small squad can defend the PAC Camp from the occasional raid. Man the railgun near the paved road to destroy any vehicles approaching from the west. In the 32- and 64-player battles, the AA Turret has a clear view of the base and western sky, capable of blasting lightly armored ground units or aircraft. If available, use an APC to patrol the base. Its weapons are capable of eliminating most attackers, and it has a thick armored hull—a welcome asset when you're constantly being distracted by commander duties.



TITAN MODE

The Battle of Minsk featured the first employment of the militarized Titan in combat operations, changing the nature of modern warfare forever. Because of the Titan's unmatched effectiveness as both a transport and assault medium, its destruction became a crucial component of military strategy. At Minsk alone, six full-scale Titans were destroyed within the first week of combat.



EU Headquarters



PAC Camp

EU Strategy

Gain the upper hand by capturing and holding the four westernmost silos. Start by rushing Silos 2 and 3 in the UD-12, dropping squad leaders at each site. Secure Silo 4 as well, dropping off another squad leader in the UD-6. On the ground, use the MK-15 at the EU Headquarters to quickly rush and capture nearby Silo 5 while the remaining ground vehicles move south to help reinforce Silos 2 and 3—the A8 Tigers are particularly effective in this defensive role. Leave the L-5 Riesig from Silo 4 back for its defense and move the EU Titan near Silo 5. Hold out at these four silos and wait for the PAC Titan's shields to drop. Assign a couple of squads to assault the PAC Titan, using the UD-12 for transport. Continue defending at least three of the silos on the ground—consider backing off Silo 3 if necessary. Monitor the progress of the Titan assault, as well as the status of the EU Titan's shields. Shift more squads to Titan defense as the shields weaken. If the assault squads are unsuccessful, rotate squads from defense to offense till the PAC Titan is destroyed.

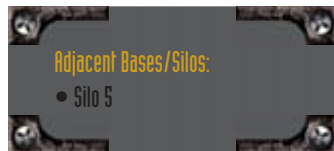


PAC Strategy

Isolate the EU to the northwestern plateau by dominating the southern valley's silos. Block EU ground advances by capturing Silos 2 and 4 with the squad leaders dropped from the BTR-20. Drop at least one squad leader over Silo 3, too, in the Type 4. Back at the PAC Camp, rush the ground vehicles west to reinforce the silos, capturing Silo 1 along the way. Move the Type 32 Nekomatras to Silos 2 and 4, as they face the brunt of the EU ground units rushing down the northern roads. Get the Titan moving, parking it over Silo 1. Keep the AA turrets at all silos manned and firing to prevent EU aircraft from dropping squads and establishing spawn points in the southern valley. Defend the four southern silos till the EU Titan's shields fail. Stay on defense on the ground while rushing a couple of squads to the EU Titan for the assault. During the Titan assault, let the EU take Silo 4 to avoid spreading the other silo defenders too thin. Be ready to move squads onto the PAC Titan for defense as its shield strength dwindles.

BASES & SILOS

EU HEADQUARTERS & EU TITAN



Adjacent Bases/Silos:

- Silo 5



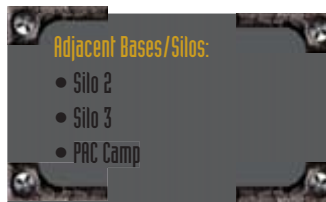
EU Headquarters/Titan Assets

EU Control	Unit Count
MH-15	2
AVM-2	1
AB	2
UD-6 (Titan)	1
UD-12 (Titan)	1
Orbital Strike	1
UAV Unit	1
Radar Station	1
Railgun	1

The EU Headquarters serves as the base and starting point for the EU team and its Titan. Although the EU starts very close to Silo 5, at the Ghost Town, its ground units must traverse the narrow dirt roads leading down the hill to reach the other silos. At the

start of battles, use the UD-6 and UD-12 to secure the neutral silos to the south while the ground vehicles follow up to reinforce them. The EU commander can defend this base (and Silo 5) by manning the Titan's turrets.

SILO 1



Adjacent Bases/Silos:

- Silo 2
- Silo 3
- PAC Camp



Silo 1 Assets

EU Control	PAC Control	Unit Count
MH-15	UAV-8	1
AVM-2	BTR-4	1
AB	Type 21	1
Railgun	Railgun	1
AA Turret	AA Turret	1

Located just off the bow of the PAC's Titan at the Front Line, Silo 5 is likely to remain under PAC control for most of the battle. The site provides a nice supplemental attack force to the ground units spawned at the PAC Camp, allowing the PAC team to quickly spread out to Silos 2 and 3. The APC spawned here can be used to launch pod assaults on these nearby silos as well as the PAC Titan. This is one of two

APCs produced at the silo sites, so make note when looking for a pod ride onto the enemy's Titan. Although the Front Line is designed to repel attacks from the east, the central bunker and southern trench are still effective fortifications when attacked from the west. Defenders here can watch over the silo from behind cover, or man the AA Turret on the bunker's roof to down enemy aircraft.



SILO 2

Adjacent Bases/Silos:

- Silo 1
- Silo 3
- Silo 5

Silo 2 Assets

EU Control	PAC Control	Unit Count
MH-15	UAZ-8	1
L-5	T-39	1
Railgun	Railgun	1
AA Turret	AA Turret	1



Positioned on the Hill, this site produces the battle walkers, which makes it popular in the Conquest battles. Both teams should strive to control this silo to gain the extra firepower the battle walkers offer. The rooftop AA Turret is also a great asset, useful for engaging air traffic streaming between the two Titans. If available, use the battle walker to defend this silo. But infantry positioned in the southern bunker can defend the silo and

surrounding area too. Use the elevated position to snipe infantry or blast vehicles racing between Silos 1 and 3 to the south. In this mode, the dirt road ascending the hill to the north doesn't run out of bounds, allowing for unrestricted vehicle traffic between this site and Silo 5.

SILO 3

Adjacent Bases/Silos:

- Silo 1
- Silo 2
- Silo 4

Silo 3 Assets

EU Control	PAC Control	Unit Count
MH-15	UAZ-8	1
AB	Type 21	1
Railgun	Railgun	1
AA Turret	AA Turret	1



As one of the central silos, this site sees plenty of action and turnover during the battle. But the fortifications at the South Outpost offer willing defenders plenty of options to hold this site. Battle walker attacks from Silos 2 or 4 are best

stopped with the tank spawned here. Strike them at long range to maintain an edge. Engineers can help out by hiding in the trench and bunkers, popping out to fire rockets at vehicles rushing the silo. The AA turret on the central bunker's rooftop is another strong defensive feature, giving

its operator an unobstructed 360° view of the battlefield's air space—perfect for those looking to bulk up their air defense stats.



SILO 4

Adjacent Bases/Silos:

- Silo 2
- Silo 3
- Silo 5

Silo 4 Assets

EU Control	PAC Control	Unit Count
MH-15	UAZ-8	1
L-5	T-39	1
Railgun	Railgun	1



Silo 4 is near the skyscrapers of the Monument Compound. Like Silo 2, this site rewards its captor with a battle walker—more than enough incentive for both teams to rush this silo early. Unlike the eastern silos, defensive features here are rather sparse. The lack of an AA Turret makes this silo particularly vulnerable to airborne assaults. Consider using the site's battle walker to defend. Or use engineers and recon troops to booby-trap the silo's capture radius; the monument hilltop

and surrounding structures offer decent cover.



Recon troops can reach the skyscraper rooftops at the EU Headquarters and Silo 4 by launching themselves skyward in an APC assault pod. With the exception of the Titans, there's no higher vantage point on the map than these rooftops, making them ideal (yet predictable) sniper perches.

SILO 5

Adjacent Bases/Silos:

- EU Headquarters
- Silo 2
- Silo 4

Silo 5 Assets

EU Control	PAC Control	Unit Count
MH-15	UAZ-8	1
AVM-2	BTR-4	1
AB	Type 21	1
Railgun	Railgun	1
AA Turret	AA Turret	1



This silo is positioned approximately 200 meters south of the EU Headquarters and the EU Titan's starting position, at the Ghost Town. It spawns assets identical to those of Silo 1, the silo near the PAC's starting position, including a tank and an APC. This APC can be used to launch infantry pod assaults on Silo 2 and 4. But when launching on Silo 4, be sure to clear the tall skyscrapers—or land on their roof and parachute down to reach the silo. Silo 5 is best

defended by infantry hiding among the damaged homes, while the spawned tank is used to assault other silos. In addition to defending this site, EU troops should make use of the silo's AA turret to keep PAC aircraft away from their base and Titan.

PAC CAMP



PAC Camp/Titan Assets

PAC Control	Unit Count
UAZ-8	2
BTR-4	1
Type 21	2
Type 4 (Titan)	1
BTR-20 (Titan)	1
Orbital Strike	1
UAV Unit	1
Radar Station	1
Railgun	1

This PAC staging area is just west of the camp used during its Conquest assaults. There are no structures here or any other sources of cover, leaving the spawned vehicles lined up on the road vulnerable to strafing runs by the EU's UD-6 Talon. PAC

troops should use the Titan's weapons or the engineer's unlocked SAAW 86 anti-aircraft weapon to fend off EU air strikes on the vehicles and commander's assets. The PAC commander should consider moving the Titan between this base and Silo 1 to defend both locations.



MAP FEATURES

Know Your Role!

Commander: Drop orbital strikes at high-traffic bottlenecks like the Front Line and South Outpost. Supply drops are equally important in these areas, mostly to repair vehicles. Coordinate your squads by giving them orders and staying in touch with the squad leaders over VoIP. Squads must work together when attacking or defending the Front Line. Use UAV support to locate enemies hiding in the trenches and bunkers.

Squad Leader: Relay orders from the commander, and repeat them through VoIP, issuing specifics of where you want each squad member or which weapons/kits are needed. This is particularly important during defense at the Front Line and South Outpost, helping spread the squad among the various trenches and bunkers.

Recon: Hold back from the Front Line and South Outpost to snipe enemy engineers positioned in the bunkers and trenches. Or sneak past the front using active camouflage to stage sneak attacks on rear control points.

Assault: Bring along the defibrillator when operating around the Front Line. Patrol the trenches and revive any fallen teammates. The shotgun upgrade is also very effective in the trenches.

Engineer: Climb into the bunkers scattered across the battlefield and fire down on enemy vehicles, using the elevated vantage point to hit them at long range. When not on foot, pilot the tanks and battle walkers, always staying near at least one other engineer-operated vehicle.

Support: Use the machine gun and/or sentry gun to prevent enemy troops from infiltrating the trenches at the Front Line and South Outpost. The shotgun unlock is a good choice during the trench fights too. As usual, stay in contact with the squad's engineers to keep their rocket launchers stocked.

KEY CHOKE POINTS

Front Line Bridge

During the Conquest battles, the PAC team must always grind against the Front Line, eventually overcoming the trench and crossing the bridge to reach the flag behind the central bunker. The EU can make this trek extremely costly by focusing its firepower on the narrow alley east of the bridge, using rockets, mines, demo packs, tank rounds, APC mortar fire, and even orbital strikes. Instead of constantly driving into this trap, the PAC should attempt to flank this bottleneck by infiltrating the trenches with infantry, to divert the EU's attention away from the bridge. A combined assault is the only way to overrun the Front Line when it's defended by an organized EU force.



When defending the Front Line with a tank, park behind one of the trenches for partial cover and concealment. Battle walkers should crouch behind the trenches to reduce their visible profile.

Northwestern Plateau



Blockade the roads descending the northwestern plateau with tanks or battle walkers. But keep the AA turrets to the rear manned to prevent breakthrough airborne raids.

In the 64-player Conquest battle and in Titan mode, the EU occupies the northwestern plateau. This isolated section of the map can be reached only via three roads in the Titan mode (Roadblock, Ghost Town, and Hill) and two roads in 64-players Conquest (Roadblock and Ghost Town). The PAC can lock EU ground units out of the southern valley by blockading these three roads in Titan mode or

the two roads in 64-player Conquest. This is most effective in Titan mode, when the PAC wants to maintain a silo advantage. But the blockade is also useful when making the final push on the EU Headquarters in the Conquest battle. In any case, the PAC commander should always make the intent clear to the squads defending each road.

LOGISTICAL CONSIDERATIONS

Whether attacking or defending, take steps to keep your team healed, repaired, and well stocked on ammo and fresh vehicles. This is particularly important at the high-traffic Front Line and South Outpost control points. Support and assault troops are needed to drop ammo and med kits, preferably within the cover of the trenches or bunkers. Commander supply drops should be deployed where friendly vehicles can easily access them, but where the enemy can't easily target the crate. Both teams also need to move fresh vehicles from their bases and control points to the front. The team with the most tanks and battle walkers at these stand-offs has the best chance of holding out. Air power is also important during this battle, but there's only one landing pad on the map, at the EU Headquarters—available only in the 64-player Conquest battle and Titan mode. If necessary, use the Titan's hangar to repair your aircraft, or land in an isolated part of the map and conduct repairs yourself with the engineer's blowtorch.



Landing pads are scarce on this map, so find an isolated spot to land and repair your own aircraft.

MINSK TESTER TIPS

CONQUEST STRATEGY

EU: This is an Assault map, so it is important to fight for every inch of ground and not fall back until you absolutely have to. Most forces should be near the front line; bring additional vehicles to the front from the rear control points. Multiple routes to most control points provide good opportunities for counterattacks and flanking. Use the gunship to track enemy movements and take out heavy vehicles.

PAC: The PAC has several attack tactics at its disposal. Should an armored attack at the Front Line fail, assault and recon soldiers might try to sneak up closer to the bunker. The terrain and vegetation all over the map provide good cover for assaulting infantry, although distances at some points may seem daunting. Use the gunship to patrol the central part of the map and try to take out reinforcements.

TITAN STRATEGY

EU: One EU tactic may be to try to control the Front Line silo, as this would make it difficult for the PAC to bring its vehicles into the map. The Titan, with its pods, and the APCs make attacking possible from almost any direction, calling for extra attention from defenders. Their Titan can be used to cut off access to the raised plateau, but it should probably push forward to try to control silos farther ahead.

PAC: The PAC should try to control the Hill silo, as it cuts off one of the EU's supply lines and gives it good access to most other silos. The EU Headquarters, with its APCs and pods, makes attacking possible from almost any direction, calling for extra attention from defenders. The PAC Titan has a good chance of covering both the Front Line and Hill silos, and possibly also the South Outpost with a little movement.



III KEY CONTROL POINTS/SILOS

Front Line

FEATURES: A bunker overlooking the trenches.

ATTACK: Getting past the bridge by the trenches may prove difficult without a coordinated attack. Use the spawns by the trenches to clear out any advancing defenders. It's important to remember that the EU probably has additional vehicles approaching the control point.

DEFEND: Try to get a first line of defense as close to the PAC base as possible to get a few early hits on its advancing vehicles. Remember that there will be soldiers from both armies inside the trenches. If you are pushed back to the bunker, consider a breakout, or wait for reinforcements from the other control points.

Hill

FEATURES: A small auxiliary outpost on a hill.

ATTACK: Defenders here have the benefit of a higher elevation overlooking most of the valley, so they may be difficult to sneak up on. A bold rush in with any vehicle may be the most successful tactic.

DEFEND: This base is most easily defended by infantry, as they have plenty of ways to stay hidden from vehicles and even plant demo packs on them.

South Outpost

FEATURES: A small base defended by another line of trenches.

ATTACK: Getting here on foot can be tedious, so try to catch a ride with an APC or another vehicle. Once you're past the trenches, exit the vehicle to give better support and to clear the trenches.

DEFEND: Defending the flag from a distance is the easiest option. Use the trenches and bunker to defend from both sides. Be careful where you park your vehicles, as they are open to attack from many directions. Because this is a central control point, keep an eye on the mini-map while defending to see where enemies are most likely to come from.

Monument Compound

FEATURES: A large monument in the middle of a group of civilian buildings.

ATTACK: It might seem open and vulnerable at first glance, but the compound is essentially a low tower, and you are very exposed as you move up. Defenders have good cover behind the concrete walls on top. You may want to bring vehicles back to destroy the tank and battle walker.

DEFEND: An attack could come from any direction if the attackers are inventive, so it's essential to have a mobile defense. Tanks may seem dangerous, but they can't climb the sides, so it's more important to make sure you're not being infiltrated by cloaked enemies. Keep an eye out for vehicles sneaking up behind the buildings to the northeast.

Roadblock

FEATURES: A small base set up to defend against further advancements.

ATTACK: The narrow, steep path makes your vehicles vulnerable to mines and engineers hiding in the bunkers. If the Roadblock is defended, it may be better to go for the Ghost Town first and then attack downhill.

DEFEND: It may seem easy to cut off the attackers here, but while you defend, pay some attention to the other path leading up to the Ghost Town. Slower vehicles may be attacked as they lumber up, but FAVs are harder to hit.

Ghost Town

FEATURES: The remnants of a former civilian suburban area.

ATTACK: This point is of little strategic importance, but it gives you a spawn point close to the EU Headquarters.

DEFEND: It's hard to defend because it's so open to attacks in all directions. Infantry can use the ruins for cover, but may want to call in support from surrounding bases.

EU Headquarters

FEATURES: A monorail passing by the civilian building complex.

ATTACK: You have two entrances for vehicles on either side of the monument on the side of the base. Infantry can be dropped on the far side and make their way across the area. While it may seem tempting to rush in with a tank, there's a risk of infantry hiding among the barracks with mines and demo packs.

DEFEND: Losing this base would leave you with no air support, so respond to any calls for reinforcements from here. Vehicle maneuvering inside the base is somewhat limited, so you may want to stay either in the back or front and wait for enemies to expose themselves.



SHUHIA TAIBA

By the end of 2142, freezing temperatures, mass migration and warfare had rendered most of the PAC occupied territories uninhabitable. Desperate to sustain its dwindling population, the PAC changed its military focus to capturing key energy, food and water supplies. Shuhia Taiba, a large-scale, EU agricultural project located in northern Egypt, was one of the PAC's primary targets. On November 11th, a fleet of Titans carrying six PAC Command Divisions flew into the skies above Shuhia Taiba. They were immediately greeted by the EU's 2nd Army. The resulting battle raged for more than a year.

CONQUEST: 16 PLAYER

White - Convertible
Blue - EU Control Only
Yellow - PAC Control Only

OFFICE

FAV (1)
Railgun (2)

CENTRAL BASE

Railgun (2)

EAST MOUNTAIN PASS

FAV (3)
APC (1)
Tank (1)
Battle Walker (1)
Orbital Strikes (2)
UAV Unit (1)
Radar Station (1)
Railgun (1)

WEST MOUNTAIN PASS

FAV (2)
APC (1)
Tank (1)
Battle Walker (1)
Orbital Strikes (2)
UAV Unit (1)
Radar Station (1)
Railgun (1)

FREEZERS

FAV (1)
Railgun (2)

Game Type: Conquest Head-On
Total Control Points: 5
Convertible Control Points: 3



West Mountain Pass



East Mountain Pass

EU Strategy

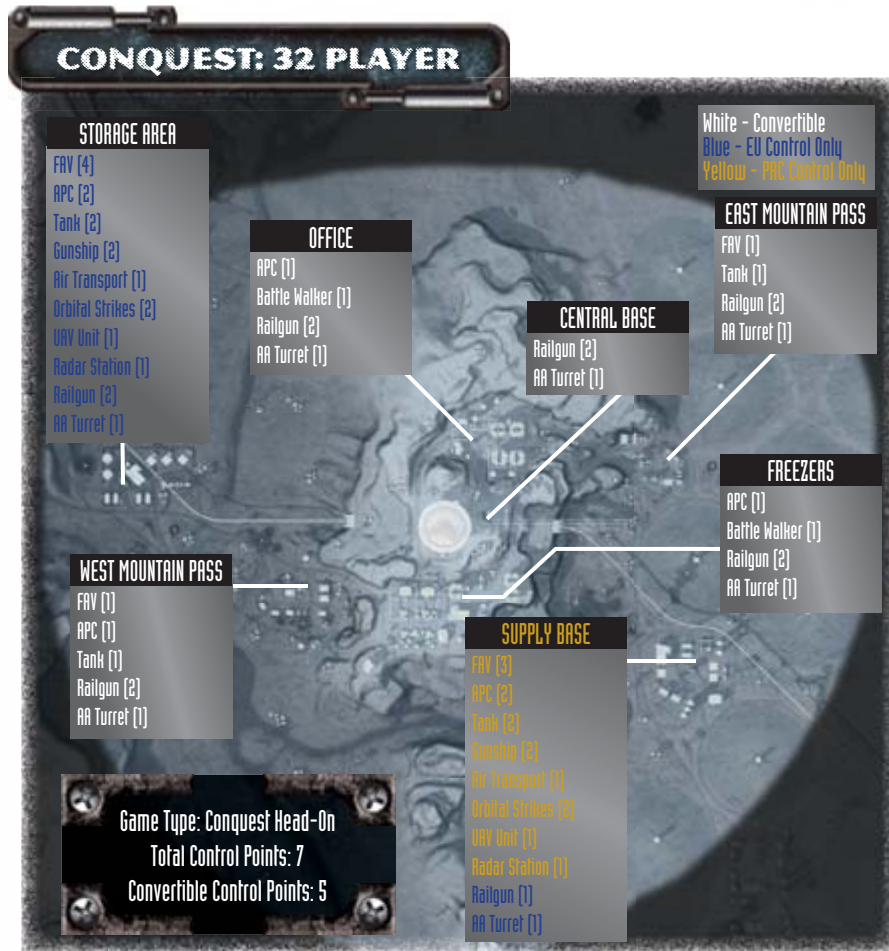
The EU team must secure at least two of the mountain's neutral control points to bleed the PAC ticket count.

Start the race up the mountain with the two MK-15 Bandits, rushing them to the Central Base and Office. Follow their advance with the slower A8 Tiger, AVM-2 Groundhog, or L-5 Riesig. Use these slower units to capture the Freezers, then move them to reinforce the Central Base or Office. Try to hold your front line at the Office, keeping the PAC units off the mountain altogether. From here you can ambush them as they advance up the narrow dirt roads near their East Mountain Pass base. If you are pushed back from the Office, split your defense between the Central Base and Freezers. You must hold these two control points to secure the drain on the PAC tickets and to prevent your own ticket count from being bled.

PAC Strategy

Like the EU, the PAC team should try to dominate the mountain by holding all three neutral control

points. Lead the assault with the UAZ-8 Ocelots, sending them to capture the distant Freezers and Central Base. Meanwhile, convert the Office with the slower Type 32 Nekomata, BTR-4 Romanov, or T-39 Bogatyr battle walker. But don't leave these heavier units at the Office. Move them to the Central Base or Freezers to help fend off EU attacks. Ideally, it's best to hold at the Freezers, allowing you to fire down on incoming EU troops as they advance up the narrow roads to the west. But if the EU gains a foothold at the Freezers, they can easily advance on the Central Base and Office. So make sure both of these control points are well defended. Otherwise it may be your team that's struggling to reach the top of the mountain.



Storage Area



Supply Base

EU Strategy

In this larger battle, the EU must capture and hold at least three of the neutral control points to bleed the PAC ticket count. Speed is the key to establishing a presence on the mountain, so rush the Freezers, Central Base, and Office with air units and FAVs. The remaining ground units should advance on the mountain too, capturing the West Mountain Pass along the way. Air power eliminates the front-line concept, so make sure all control points are well defended. Try to hold the four westernmost control points, using their AA turrets to deter airborne assaults. If the PAC team manages to take one of the mountain control points, immediately counterattack. Look for opportunities to harass their rear control points with air units at the East Mountain Pass and Supply Base. This may alleviate pressure on the mountain, allowing teammates to regain control.

PAC Strategy

Maintaining control of the mountain is the key to winning this battle. Immediately rush the Freezers, Central Base, and Office with air units and FAVs while the remaining ground units convert the East Mountain Pass. As in the 16-player battle, try to stop the EU advance from the western cliffs at the Freezers. But manpower is needed at the other control points too, to defend against EU airborne assaults. Keep the AA turrets manned at each control point, while using the Type 4 Doragons to enforce air supremacy. Suppressing the EU air threat allows for more resources to defend against ground attacks at the Freezers. But remember, you only need to hold three of the control points to bleed the EU's tickets, so don't spread yourself thin. Hold to the eastern side of the map, and avoid assaulting beyond the Freezers.

CONQUEST: 64 PLAYER



EU Military Base



PAC Camp

EU Strategy

In this massive battle, the EU must capture at least four of the neutral control points to whittle away the PAC's tickets. Once again, rush the mountain with air units and FAVs to capture the Office, Central Base, and Freezers. Get the four A8 Tigers and other ground vehicles moving toward the mountain too, capturing the Storage Area and West Mountain Pass along the way. Reinforce the mountain positions with vehicles spawned at the base and two western control points. With a team of 32, you have more than enough manpower to hold down the mountain. While defending the mountain with ground forces, distract the PAC by staging air raids in the eastern valley. But avoid permanently occupying these positions, as they're too close to the PAC Camp. Instead, constantly harass these control points in an attempt to draw PAC forces away from the mountain.

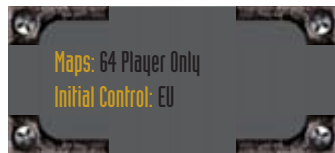
PAC Strategy

As in the smaller battles, focus on taking the mountain as soon as possible. This is easiest with the air units and FAVs. While these fast units rush the Freezers, Central Base, and Office, use the rest of the vehicles spawned at the PAC Camp to capture the Supply Base and East Mountain Pass. If the EU team manages to take control of the western side of the mountain first, hold strong at the Office and keep funneling vehicle reinforcements in from the PAC Camp and eastern control points. Meanwhile, strike the Storage Area and West Mountain Pass from the air, capturing them if necessary to maintain the ticket advantage. But don't expect to hold these positions long, as counterattacks from the EU Military Base are strong and relentless. Still, such decoy attacks in the western valley may be enough to re-establish control of the mountain.



BASES & CONTROL POINTS

EU MILITARY BASE



This massive encampment serves as the EU's base in the 64-player battle, spawning more than enough vehicles to kick-start an assault on the eastern control points. As the EU team moves east, it's important that some team members continually spawn here to protect the base from PAC air attacks and to keep moving ground vehicles to the front lines. The four A8 Tiger tanks are crucial on offense and defense.

Attack

Unless your team holds the Storage Area, don't attempt to attack the EU Military Base on the ground, as you're likely to face heavy resistance along the way. Instead, hit it with a full squad from the air using a BTR-20. Air defenses at the base are stiff, so make sure your squad ejects over the base before your ride goes up in flames. Once on the ground, your squad can commandeer vacant vehicles and unleash havoc on the EU defenders. Quickly knock out the EU commander's assets with some demo packs and make your escape.

Defend

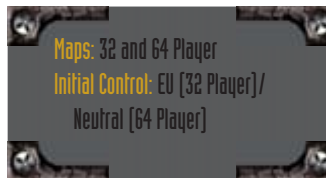
A small squad stationed at the base is often necessary to fend off PAC air raids. Man one of the two AA turrets and scan the skies to the east. Your team's own air units will make frequent stops here as well, repairing and re-arming at one of the landing pads. So make sure you identify the incoming target as hostile before opening fire. If the PAC team captures the Storage Area or West Mountain Pass, prepare for ground attacks via the roads to the southeast. Consider mining the entry base's entry points, but leave room for your team's vehicles to exit. If available, grab an A8 Tiger and camp on the eastern ridge, firing down on the incoming attackers.

EU Military Base Assets

EU Control	16 Player	32 Player	64 Player
MH-15	—	—	4
AVM-2	—	—	2
A8	—	—	4
UD-6	—	—	2
UD-12	—	—	2
Orbital Strikes	—	—	2
UAV Unit	—	—	1
Radar Station	—	—	1
Railgun	—	—	2
AA Turret	—	—	2



STORAGE AREA



The Storage Area is the EU's base in the 32-player battle and is well within its sphere of influence during the larger 64-player battle. This facility is equipped with three landing pads in the northeast corner, capable of repairing and rearming friendly air units. These landing pads serve EU pilots well in battles of both sizes, allowing them to stay relatively close to the action on the mountain.

Attack

Despite the wall surrounding the facility, there are multiple dirt road entry points, making it easy to rush in with a vehicle and convert the flag on the western side. Dropping troops from the air is also an effective capture technique. Always fly in low from the northeast, where the site's AA turret can't see you approach. If on foot, rush the flag and hide inside the open container to the east to convert it. Unless staging quick raids, the PAC team is better off staying away from the Storage Area. In the 32-player battle, this site is the EU base, and cannot be captured. While it can be captured in the 64-player battle, the nearby EU Military Base has a serious height advantage, allowing EU defenders to fire down into the Storage Area, often inflicting heavy casualties.

Storage Area Assets

EU Control	PAC Control	16 Player	32 Player*	64 Player
MH-15	UAZ-8	—	4	2
AVM-2	BTR-4	—	2	1
A8	Type 32	—	2	1
UD-6	—	—	2	—
UD-12	—	—	1	—
Orbital Strikes	—	—	2	—
UAV Unit	—	—	1	—
Radar Station	—	—	1	—
Railgun	Railgun	—	2	2
AA Turret	AA Turret	—	1	1

*EU Control Only



Defend

There are far too many entry points to cover with mines, so consider setting up defenses around the flag itself. Scatter a few mines or demo packs along the southern, western, and eastern edges of the capture radius, just outside the barriers and containers. A few more demo packs or anti-personnel mines should be placed near the flag's base and in the open eastern container. Finally, back off from the flag and cover it from the eastern rooftop or one of the cylindrical storage containers to the northwest. Both elevated positions provide an excellent view of the flag and all surrounding entry points. Air attacks are also a serious threat, so don't forget to man the AA turret on the eastern rooftop.

WEST MOUNTAIN PASS

Maps: All	Adjacent Bases/Control Points:
Initial Control: EU (16 Player) / Neutral (32 and 64 Player)	<ul style="list-style-type: none"> • Storage Area • Freezers

Nestled against the western slope of the mountain, this site is often the launching pad for EU attacks on the central control points. In the 16-player battle, this is the EU base. The control point is up for grabs in the 32- and 64-player variations, and both teams should strive to control this position in an attempt to better reinforce the mountain-based control points to the east. In 64-player battles, the EU team will want to take this site early and use its two L-5 Riesigs to assault the mountain. No battle walkers spawn here for the PAC team.

West Mountain Pass Assets

EU Control	PAC Control	16 Player*	32 Player	64 Player
MH-15	UAZ-8	2	1	2
AVM-2	BTR-4	1	1	—
AB	Type 32	1	1	—
L-5	—	1	—	2
Orbital Strikes	—	2	—	—
UAV Unit	—	1	—	—
Radar Station	—	1	—	—
Railgun	Railgun	1	2	2
AA Turret	AA Turret	—	1	2

*EU Control Only



Attack

When attacking from the east, near the Freezers, use the mountain's elevation to your advantage by firing down on the defenders. The mortars on the APCs are particularly effective in this role. While your team provides fire support, rush down one of the mountain roads in a vehicle and assault at close range. Coordinated vehicle rush attacks are also the best way to hit this control point when attacking from northwest. An open container north of the flag provides cover for infantry during the conversion process.

Defend

Prevent the majority of vehicle attacks from the east by mining the two mountain roads running between this site and the Freezers. Place EMP mines in a zigzag pattern to allow your own vehicles to get through these narrow paths. Attacks from the northwest are much harder to stop, because of the facility's numerous entry points. During such situations, center defenses around the flag first, using mines and demo packs. Then line the outer perimeter of the facility with tanks and battle walkers to engage attackers advancing across the open desert.

FREEZERS

Maps: All	Adjacent Bases/Control Points:
Initial Control: Neutral	<ul style="list-style-type: none"> • West Mountain Pass • Central Base

Located on the western edge of the mountain, the Freezers is a vital central control point in all map variations. The control point spawns a variety of vehicles, including a battle walker in

Freezers Assets

EU Control	PAC Control	16 Player	32 Player	64 Player
MH-15	UAZ-8	1	—	1
AVM-2	BTR-4	—	1	—
L-5	T-39	—	1	1
Railgun	Railgun	2	2	2
AA Turret	AA Turret	—	1	1

the 32- and 64-player modes. In battles of all sizes, the PAC team should try to hold this position, catching the EU team in a key choke point as they try to climb the two narrow dirt roads on the western side of the mountain.

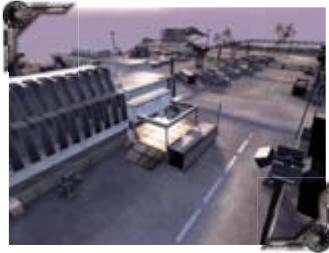




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Attack

As usual, it's best to rush this control point with a vehicle, using one of the many roads leading into the facility. Infantry attacks from the west can succeed, too. Use the hexagonal freezer equipment for cover, advancing through the narrow passages on your way to the flag. Or take the high ground, rushing along the catwalk system. The flag's capture radius is relatively small, requiring troops and vehicles to camp near the pole—or in the nearby container. If assaulting by air, watch out for the AA turret on the rooftop near the flag. Stay low and to the east to remain in its blind spot.



Defend

Halting attacks from the west is as easy as mining the two western roads. Take up positions along the mountain's western ridge and fire down on attackers approaching from the West Mountain Pass. The rooftop AA turret near the flag is also ideally positioned for engaging all western air traffic. Attacks from the north are harder to predict as there are three main roads running from the Central Base and Office. If you don't have the manpower to mine or defend each road, fall back and tighten up defenses around the flag with some mines, demo packs, and any vehicles you can get your hands on.



Use the road east of the Freezers as a shortcut to the Office, bypassing the Central Base.

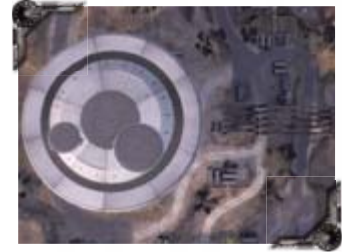
CENTRAL BASE



Although it spawns no vehicles, the Central Base is one of the most important control points on the map. Not only is it at the map's center, but it's also the highest elevation point, providing a commanding view of the surrounding control points. This makes it a tempting target for attackers looking to establish a foothold on the mountain.

Central Base Assets

EU Control	PAC Control	16 Player	32 Player	64 Player
Railgun	Railgun	2	2	2
AA Turret	AA Turret	—	1	1



Attack

Whether attacking from the north or south, there are numerous roads to choose from. Instead of rushing the flag directly, flank it from the west, moving beneath the massive circular structure. This is the best way to catch any defenders off guard. Plus, the structure's large supports provide some cover. If attempting an aerial assault, stay along the western side of the structure to avoid getting hammered by the AA turret to the east. Instead of flying directly over the flag, consider dropping troops on the structure's rooftop. From there they can parachute down and assault the flag at point-blank range.

Defend

The railguns near the flag are adequate for stopping FAVs, but they won't last long in a duel with a tank or battle walker. Because it has no vehicle spawns of its own, it's important to reinforce this site with vehicles from your team's base or surrounding control points. A few mines and demo packs placed near the flag couldn't hurt either. In 32- and 64-player maps, the AA turret near the flag is crucial in controlling air traffic in the center of the map, making it a prized seat for air defense types. In a pinch, it can also be used to engage lightly armored ground units rushing the flag.



Recon troops positioned around the Central Base's hill can cover the flags at the adjacent Freezers and Office—an excellent oversight position whether sniping or waiting to detonate demo packs.



OFFICE

Maps: All
Initial Control: Neutral

Adjacent Bases/Control Points:

- Central Base
- East Mountain Pass

The Office is another industrial facility not unlike the Freezers. But this control point is located near the mountain's eastern slope. The EU team should try to grab this control point early, in an attempt to halt the PAC advance along the winding dirt roads ascending from the East Mountain Pass. Keeping the PAC team off the mountain is the key to bleeding its ticket count.

Office Assets

EU Control	PAC Control	16 Player	32 Player	64 Player
MX-15	UAZ-8	1	—	1
AVM-2	BTR-4	—	1	—
L-5	T-39	—	1	1
Railgun	Railgun	2	2	2
AA Turret	AA Turret	—	1	1



Attack

If the Office is heavily defended, there's no easy way to approach from the east. Your best chance is to soften up the defensive positions with orbital strikes and mortars before a speedy vehicle advance. If air units are available, use them to drop troops to the south while avoiding the AA turret by the flag. Attacking from the south or west is much easier, as infantry can use the Central Base's hill to fire down on defenders. The southern approach also provides more avenues of attack, including the paved road to the west and the facility's catwalk system, accessible northeast of the Central Base.

Defend

Set up stiff defenses along the eastern dirt roads whenever facing attacks from the East Mountain Pass. Cover this narrow passage from the nearby cliffs or the catwalks surrounding the large fuel tanks on the facility's eastern flank. The Office's southern flank is much more porous, requiring a greater degree of flexibility in defending against attacks from the Central Base. In this situation, it's best to ambush attackers at the flag, using mines, demo packs, or distant rocket and sniper fire.

EAST MOUNTAIN PASS

Maps: All
Initial Control: PAC (16 Player)/
Neutral (32 and 64 Player)

Adjacent Bases/Control Points:

- Office
- Supply Base

All PAC ground units must travel through the East Mountain Pass to reach the mountain-based control points. In 16-player battles this is easy enough, as this control point serves as the PAC base, providing them with easy access. But in the larger 32- and 64-player battles, this control point can be captured by EU forces, effectively shutting down the only route into the mountains.

East Mountain Pass Assets

EU Control	PAC Control	16 Player*	32 Player	64 Player
MX-15	UAZ-8	2	1	2
—	BTR-4	1	—	—
AB	Type 32	1	1-2	—
—	T-39	1	—	2
—	Orbital Strikes	2	—	—
—	UAV Unit	1	—	—
—	Radar Station	1	—	—
Railgun	Railgun	1	1	1
AA Turret	AA Turret	—	1	1

*PAC Control Only



Attack

When attacking from the west, use the height advantage of the mountain and rain down automatic and mortar fire on the defenders below. While teammates suppress the site with heavy covering fire, move in with an FAV for the quick capture. Heavier fire support is necessary when attacking the control point from the south. Start off by calling an orbital strike, then push into the site through the western entrances with tanks and any other vehicles you can round up.

Defend

Use the vehicles that spawn here as the first line of defense. In all battles this control point produces plenty of capable vehicles, including two T-39 battle walkers for the PAC team in 64-player battles. Always put these assets to use regardless of which direction the attack comes from. Next, focus on keeping enemy units away from the flag. Instead of covering all the entry points, center your efforts on the flag, booby-trapping the capture radius with mines and demo packs. Fall back to the perimeter and cover the flag from a distance, preferably from an elevated position.



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If the roads leading up the mountain are shut down by heavy enemy fire, try moving out on foot along the cliffs parallel to the roads. Just remember to stay in bounds. It's a slow way to travel, but it beats getting pinned on the roads below.

SUPPLY BASE

Maps: 32 and 64 Player

Initial Control: PAC (32 Player)/
Neutral (64 Player)

Adjacent Bases/Control Points:

- East Mountain Pass
- PAC Camp

The Supply Base is another eastern control point dominated by the PAC team, serving as its base in the 32-player battle. Even though it starts off neutral in the 64-player version, its close proximity to the PAC Camp ensures that it stays under PAC control for most of the battle.

Like the Storage Area to the west, this control point has three landing pads. Although nothing spawns on these pads in the 64-player battle, they can still be used to repair air units.



Supply Base Assets

EU Control	PAC Control	16 Player	32 Player*	64 Player
MH-15	UAZ-8	—	3	2
AVM-2	BTR-4	—	2	1
AB	Type 32	—	2	1
—	Type 4	—	2	—
—	BTR-20	—	1	—
—	Orbital Strikes	—	2	—
—	UAV Unit	—	1	—
—	Radar Station	—	1	—
Railgun	Railgun	—	2	2
AA Turret	AA Turret	—	1	1

*PAC Control Only

Attack

In both battles it's unwise for EU troops to tread this deeply into PAC territory unless they're looking to sabotage the enemy commander's assets or steal a vehicle. Speed is the key to staging these raids, so move in with an FAV or air unit. Conduct your business as quickly as possible and get out. Even if you have a chance at capturing the control point during the 64-player battle, don't plan on sticking around for the inevitable crushing counterattack originating from the PAC Camp next door.



Defend

This desert control point doesn't see much action, but when it does, it's usually from the air. Fortunately, the AA turret on the western side of the facility has a good view of the surrounding skies. If ground vehicles approach, hit them with one of the railguns positioned near the flag or hold back on one of the rooftops and nail them with a rocket launcher. If the enemy captures the nearby East Mountain Pass control point, prepare for heavier ground attacks and consider holding back some of the spawned vehicles for defense.

PAC CAMP

Maps: 64 Player Only

Initial Control: PAC

Adjacent Bases/Control Points:

- Supply Base

Although the PAC Camp spawns many vehicles, the team must make the most of them to capture and hold the western control points. Even after the initial push, PAC players should continue to spawn here and drive the more powerful vehicles to the front line positions. At the same time, it's important that most of the team stay on the attack—there's no need for 10 players to stand around and wait for the next air unit to spawn.

Attack

Any attack attempts on the PAC Camp should be made from the air. The overland journey is too long and dangerous. But remember, this is a base and it can't be captured. So focus on destroying the commander assets or flying off with one of the PAC's air units. Once on the ground, consider grabbing a vacant UAZ-8 to quickly move from one point of sabotage to the next. This is a large base, and moving around on foot is dangerous and time-consuming. After dishing out some damage, make your escape, preferably in an air vehicle.

PAC Camp Assets

PAC Control	16 Player	32 Player	64 Player
UAZ-8	—	—	4
BTR-4	—	—	2
Type 32	—	—	4
Type 4	—	—	2
BTR-20	—	—	2
Orbital Strikes	—	—	2
UAV Unit	—	—	1
Radar Station	—	—	1
Railgun	—	—	2
AA Turret	—	—	2

Defend

Air strikes are the biggest threat to this base, so stay near one of the two AA turrets positioned in the northwest and southeast corners. Watch out for EU base campers and vehicle thieves, too. Base campers may try to set up near one of the towers in the center, while thieves can usually be found loitering around one of the four landing pads, waiting for a Type 4 or BTR-20 to appear. Consider commandeering one of the UAZ-8s and patrolling the camp for troublemakers.



When the EU and PAC clashed at Shuhia Taiba, both sides utilized more than twenty Titans between them. By the end of fighting a year later, only two remained. Continuous assaults rendered half of the capabilities useless by the first month. Years later, covered in metal carnage, Shuhia Taiba would be referred to as the "Titan Graveyard."



EU Military Base



PAC Camp

EU Strategy

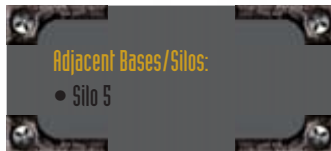
The EU team should focus on occupying the mountain and western half of the map. Players spawning on the Titan should board the air units and hit Silos 1 and 3 as soon as the battle begins. Meanwhile, fan out on the ground from the EU Military Base, using the MK-15 Bandits to rush Silos 5 and 2. With a majority of the silos under EU control, immediately switch to defense. Expect heavy ground attacks at Silo 3 as the PAC units push north from Silo 4. If Silo 3 falls, double your defensive efforts at Silo 1 to maintain control of the mountain. Even when the enemy Titan's shields are down, continue holding the three westernmost silos. If the enemy Titan is still in the eastern valley, assault it with air units. But if it has moved west, use the APCs at Silo 5 or 2 to stage a pod assault.

PAC Strategy

Like the EU, the PAC needs to capture and hold at least three of the silos to gain an advantage. Go for Silos 1 and 2 at the start of the battle, using the air units to ferry troops west. Secure the Silos 3 and 4 with ground vehicles spawned at the PAC Camp. Consider moving the Titan north to help defend Silos 3 and 4 while the bulk of the team's manpower concentrates on reinforcing Silos 1 and 2. Assign at least one squad to assault the EU Titan as soon as its shields are down, rushing it from the air with the BTR-20 or from the ground with an APC. As usual, assaulting squad leaders should carry spawn beacons, deploying them on the EU Titan to maintain a presence onboard. Down on the ground, continue defending the PAC-held silos till the assault squad knocks out the EU Titan.

BASES & SILOS

EU MILITARY BASE & EU TITAN



EU Military Base/Titan Assets

EU Control	Unit Count
MK-15	3
AVM-2	3
AB	2
UD-6 (Titan)	1
UD-12 (Titan)	1
Orbital Strikes	1
URV Unit	1
Radar Station	1
Railgun	2
AA Turret	1

SHUHIA TAIBA



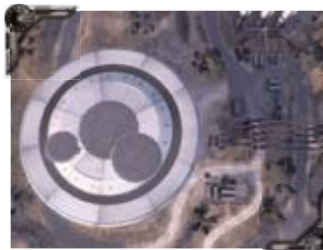
In this mode, the EU Military Base has many of the same assets and defensive features as it does in the 64-player conquest mode. Only this time all air units are spawned at the Titan—a valuable distinction to make when spawning in for the first time. But the ground vehicles at the base shouldn't be ignored, as they're useful for rushing Silos 2 and 5.

SILO 1



Silo 1 Assets

EU Control	PAC Control	Unit Count
MK-15	UAZ-8	1
AVM-2	BTR-4	2
L-5	T-39	1
Railgun	Railgun	2
AA Turret	AA Turret	1



Silo 1 is located at the Central Base, on the mountain at the center of the map. In addition to occupying the highest point on the map, this site also produces the only battle walker. Both teams should try to take this silo early, preferably from the air. If held by the enemy, approach from the west to steer clear of the AA turret. As in the conquest mode, controlling the mountain helps limit

enemy ground traffic using the nearby mountain pass roads to the east and west.



SILO 2

Adjacent Bases/Silos:

- Silo 1



Silo 2 Assets

EU Control	PAC Control	Unit Count
MH-15	UAZ-8	2
AVM-2	BTR-4	2
L-5	T-39	1
Railgun	Railgun	2
AA Turret	AA Turret	1

Located at the West Mountain Pass, units at Silo 2 are well positioned to assault the mountain or halt enemy traffic descending it. If attacking the mountain, avoid the steep road to the east. Instead use an APC launch pad to land near Silo 1 for an infantry assault. The tank spawned here is great for shutting down enemy traffic descending the mountain roads to the east or assaulting the surrounding silos.

SILO 3

Adjacent Bases/Silos:

- Silo 1
- Silo 4



Silo 3 Assets

EU Control	PAC Control	Unit Count
MH-15	UAZ-8	2
AVM-2	BTR-4	2
AB	Type 32	1
Railgun	Railgun	2
AA Turret	AA Turret	1

Silo 3 flanks the eastern side of the mountain, positioned at the East Mountain Pass. The site spawns assets identical to those at Silo 2, all useful for assaulting the mountain or defending the nearby pass. The PAC team should try to hold this Silo to reinforce its hold on the eastern valley. Enemy traffic moving down the nearby mountain roads is easy to intercept.

SILO 4

Adjacent Bases/Silos:

- Silo 3
- PAC Camp



Silo 4 Assets

EU Control	PAC Control	Unit Count
MH-15	UAZ-8	2
AVM-2	BTR-4	2
Railgun	Railgun	2
AA Turret	AA Turret	1

Located at the Supply Base, Silo 4 is well within the PAC team's zone of control. Although the landing pads generate no vehicles, they can still be used to repair and rearm air units. If the PAC Titan hasn't moved from its starting position near the PAC Camp, EU troops can use the APCs spawned at Silo 4 to launch themselves skyward for the final assault. To prevent this, the PAC team may want to park its Titan right over Silo 4 and pound any attackers who get too close.

SILO 5

Adjacent Bases/Silos:

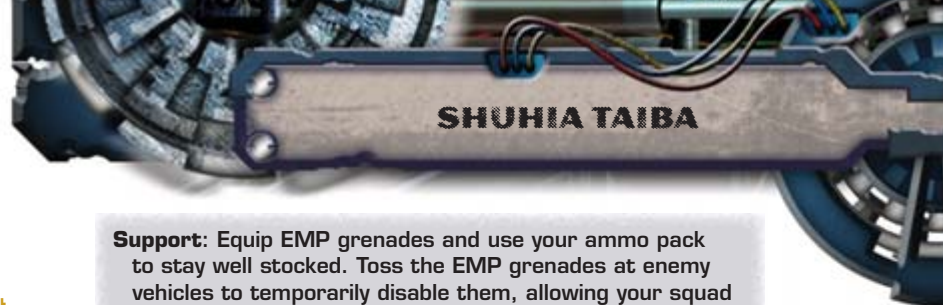
- Silo 2
- EU Military Base



Silo 5 Assets

EU Control	PAC Control	Unit Count
MH-15	UAZ-8	2
AVM-2	BTR-4	2
Railgun	Railgun	2
AA Turret	AA Turret	1

This silo at the Storage Area is within easy striking distance of the EU Military Base and Titan, practically making it off-limits for the PAC team. Like Silo 4, this site has a few landing pads, giving pilots another area to patch up their rides. But remember, the site must be neutral or friendly to receive repairs and ammo from a landing pad. The rooftop AA turret has a great view of the western sky. EU troops should use it to defend their Titan and base from aerial assaults.



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PAC CAMP & PAC TITAN



PAC Camp/Titan Assets

PAC Control	Unit Count
URZ-8	3
BTR-4	3
Tupe 32	2
Tupe 4 (Titan)	1
BTR-20 (Titan)	1
Orbital Strikes	1
UAV Unit	1
Radar Station	1
Railgun	2
AA Turret	1



The PAC team begins with exactly the same assets as the EU, spread between this base and the Titan. At the start of the battle, the ground units should be used to capture Silo 4 and Silo 3 while the air units at the Titan strike out at Silo 1 and

beyond. Since the base can't be captured, the PAC Team should move its Titan northeast, helping defend Silos 3 or 4.

MAP FEATURES

Know Your Role!

Commander: Encourage your squads to stay on defense at the mountain once a ticket drain is secured. Help their defensive efforts by dropping supplies and orbital strikes. The narrow mountain passes are particularly vulnerable to orbital strikes. In the 32- and 64-player maps, use frequent radar scans to watch for aerial flank attacks.

Squad Leader: Bring along a spawn beacon whenever attacking the mountain control points. Try to drop it west of the Central Base/Silo 1, where your squad's incoming pods are less likely to be seen by defenders. Even if your team holds the mountain, plant a spawn beacon for insurance. Maintaining a presence on the mountain is the key to victory.

Recon: On offense, use active camouflage to sneak around enemy positions and stage attacks on undefended control points or silos. Equip a sniper rifle and demo packs when defending, using flags or silos as bait.

Assault: Obscure your squad's movement with smoke grenades while advancing on heavily defended control points. Take the lead in such assaults while your squadmates provide covering fire.

Engineer: Always choose this kit when serving as a driver or pilot so you can repair the numerous friendly vehicles. On foot, loiter around friendly control points or the mountain passes and defend with mines and rockets.

Support: Equip EMP grenades and use your ammo pack to stay well stocked. Toss the EMP grenades at enemy vehicles to temporarily disable them, allowing your squad to take cover or finish off the threat.

KEY CHOKES POINTS

Mountain Passes

The narrow dirt roads on the western and eastern sides of the mountain are classic choke points, which both teams should strive to take advantage of. For the EU team this means capturing the Office and lining the eastern ridge with defenders firing down on the East Mountain Pass. The PAC team needs to hold the opposite side of the mountain, near the Freezers, while pounding the West Mountain Pass from above. Engineers, tanks, battle walkers, and Titan barrages are all effective at shutting down these passes. Add to the chaos by lobbing APC mortar rounds into these choke points. Squeeze the enemy team at these passes as long as possible to maximize the carnage. Ground units have a tough time bypassing these choke points, so it's up to the air units (when available) to stage breakthrough attacks—make that point clear to your team's pilots.



Suppress traffic along the mountain passes by pounding them with a steady barrage of APC mortar rounds. But you'll need heavier firepower to stop incoming tanks and battle walkers.

LOGISTICAL CONSIDERATIONS



Increase your vehicle's life span by staying close to another vehicle crewed by an engineer. This is the best way to keep your vehicles repaired while on the move or under fire.

Vehicle combat dominates this battle, so it's up to engineers and the commander to provide repairs. All front-line combat vehicles like tanks and battle walkers should be driven by engineers, allowing them to repair one another. This is essential during heated assaults along the congested mountain passes. The commander's supply drops are more useful when defending static positions, especially at hot areas like

the Office and Freezers. Always make note of the supply crate (on the mini-map) and don't wander too far away from one. All infantry squads should be self-sufficient with at least one support and assault kit to provide first aid and ammo. Support troops should stay close to engineers or drop an ammo pack near their positions, providing them with a steady supply of rockets and mines. The engineers' anti-vehicle capability is crucial during this battle, so make sure their stocks never run dry.

SHUHIA TAIBA TESTER TIPS

III CONQUEST/TITAN STRATEGY

Control of the Central Base is vital for both teams, so they can push forward on the other side of the mountain. A coordinated attack with both land and air vehicles is preferred on this large, open map. Holding the Central Base can become tricky, because you have to rely on reinforcements from your other control points. But this can be used to your advantage—if you manage to take control of one of the enemy's rear control points, you can severely cripple its attack.

In Titan mode, get your Titan to the center of the map to control several silos at once as well as to provide pilots with a repair and rearming platform.

III KEY CONTROL POINTS/SILOs

Storage Area

FEATURES: Large factory buildings and silos.

ATTACK: This large facility is vulnerable to attack with a combination of land and air vehicles. Use your APCs and air transports to move troops into the central area of the control point, where there is more cover for infantry. You can also use the surrounding landscape to surround the control point with infantry to provide cover fire.

DEFEND: There are several entry points to this control point but few static weapons. You can cover most of these points with these weapons, but back them up with tanks and infantry.

West Mountain Pass

FEATURES: Military encampment, destroyed vehicles, and craters.

ATTACK: This base is located on a slight incline and the terrain should offer protection for attacking troops.

DEFEND: There are several different entrance points, so it may be hard to defend against vehicles. Mines and the static weapon should help to some extent. Soldiers should use buildings and rooftops to attack.

Freezers

FEATURES: Huge industrial area, freezers, catwalks.

ATTACK: Land vehicles can cover large parts of this control point with their long-distance weapons, but there is also a big risk of getting ambushed here. Catwalk systems, rooftops, and various other features make life harder for vehicles.

DEFEND: There are several ways to move around this control point. Use them to get the upper hand on vehicles attacking the base.

Central Base

FEATURES: Large central control building, pipelines.

ATTACK: Use air vehicles to attack and drop troops at this control point. Combine this with a land-based attack, and you should be able to capture it.

DEFEND: Defending this relatively small control point can be tricky, especially if a vehicle gets up close to the flag. If you manage to neutralize vehicles before they reach this point, you should have an easier time defending this flag.

Office

FEATURES: Office building, cisterns, catwalks.

ATTACK: This control point is fairly large, but the area around the flag is quite small and can be a challenge when you are in a vehicle. If you stay on the outside of the fence, you should be fine. You should also be able to function as a great support weapon for infantry or smaller vehicles.

DEFEND: There are only two entrances to the actual flag. If you can control them, you should be able to keep vehicles out. Infantry should take advantage of rooftops and catwalks to attack vehicles from above.

East Mountain Pass

FEATURES: Military camp, communications tower.

ATTACK: This small control point can be easy to capture if you have a skilled pilot on your team. The surrounding terrain gives tanks and soldiers an excellent opportunity to attack the base from long range.

DEFEND: The tight, fenced-in layout of this control point makes it a bit easier to defend against vehicles. In the 64-player battle, the PAC should make good use of the battle walkers that spawn here. They can easily take out a tank at close range.

Supply Base

FEATURES: Large open industrial base, warehouses, containers, and cisterns.

ATTACK: The open nature of this control point makes it an ideal target for an air assault.

DEFEND: To hold this control point, coordinate every possible resource. You will be in trouble if you have no access to vehicles. A tank, in combination with the static weapons, should be able to hold this control point for quite some time.



SIDI POWER PLANT

In January 2143, the PAC tried to appropriate another key resource target in Egypt, the Sidi Power Plant. The recently constructed facility provided more than 40% of the EU population's energy. With each coalition depleted of manpower and equipment, the battle began primarily as a ground war. The EU's 3rd and 4th Infantry Divisions established three lines of defense, fighting off wave after wave of incursions by PAC Special Forces. In March, armored and airborne divisions arrived for both sides. Within weeks, the fight intensified to become one of the largest and most fervent of the entire war.

CONQUEST: 16 PLAYER

POWER GENERATOR

FAV [2]
APC [1]
Tank [1]
Orbital Strike [2]
UAV Unit [1]
Radar Station [1]
Railgun [2]
AA Turret [1]

OFFICES

FAV [1]
Battle Walker [1]
Railgun [1]
AA Turret [1]

REACTOR CORE

Gunship [1]
Railgun [2]

White - Convertible
Blue - EU Control Only
Yellow - PAC Control Only

WAREHOUSES

FAV [1]
Battle Walker [1]
Railgun [1]
AA Turret [1]

MILITARY OUTPOST

FAV [2]
APC [1]
Tank [1]
Orbital Strike [2]
UAV Unit [1]
Radar Station [1]
Railgun [1]
AA Turret [1]

Game Type: Conquest Head-On
Total Control Points: 5
Convertible Control Points: 3



Power Generator



Military Outpost

EU Strategy

In this head-on battle, the EU team must secure at least two of the three neutral control points to bleed the PAC ticket count. The first priority is the Offices to the west. Rush it with one of the MK-15 Bandits to gain an L-5 Riesig battle walker. Meanwhile, hit the Warehouses with the second MK-15 and the A8 Tiger, denying the PAC access to its battle walker. Defend the Offices and Warehouses while sending the L-5 in to assault the Reactor Core. If you manage to capture all three control points, reinforce the Offices and Warehouses to prepare for a steady stream of attacks originating from the Military Outpost. Use the UD-6 Talon to provide close air support as PAC units attack from the south.

PAC Strategy

Although the PAC needs only two of the neutral control points to secure a drain on the EU ticket count, it's best to capture all three. Start by rushing the Warehouses with a UAZ-8 to spawn the T-39 Bogatyr battle walker. Simultaneously attack the Offices with the extra UAZ-8 and Type 32 Nekomata hover tank. Follow up by assaulting the Reactor Core with the T-39. Lock down the Offices with the T-39 and the Type 32 while pounding the EU team at the Power Generator with the Type 4 Doragon and frequent orbital strikes. Keep watch over the Warehouses too, or risk losing the battle walker. Use demo packs, sentry guns, or anti-personnel mines to secure the flag at the Reactor Core, allowing for more defensive manpower at the Warehouses and Offices.

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CONQUEST: 32 PLAYER

MAIN GATE

FAV (2)
APC (2)
Tank (2)
Air Transport (1)
Orbital Strike (2)
UAV Unit (1)
Radar Station (1)
Railgun (1)
AA Turret (1)

POWER GENERATOR

FAV (2)
FAV (1)
Tank (1)
Railgun (2)
AA Turret (1)

White - Convertible
Blue - EU Control Only
Yellow - PAC Control Only

WAREHOUSES

FAV (1)
Battle Walker (1)
Railgun (1)
AA Turret (1)

OFFICES

FAV (1)
Battle Walker (1)
Railgun (1)
AA Turret (1)

MILITARY OUTPOST

FAV (1)
FAV (2)
Tank (1)
Railgun (2)
AA Turret (1)

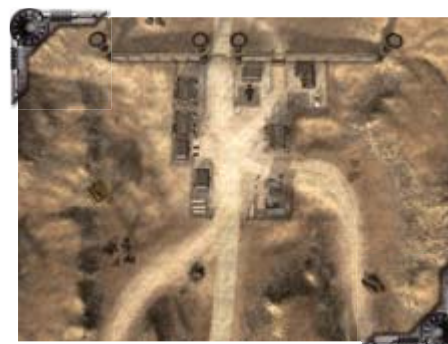
REACTOR CORE

Gunship (1)
Railgun (2)

MOUNTAIN PASS

FAV (2)
APC (2)
Tank (2)
Air Transport (1)
Orbital Strike (2)
UAV Unit (1)
Radar Station (1)
Railgun (1)
AA Turret (1)

Game Type: Conquest Head-On
Total Control Points: 7
Convertible Control Points: 5



Main Gate



Mountain Pass

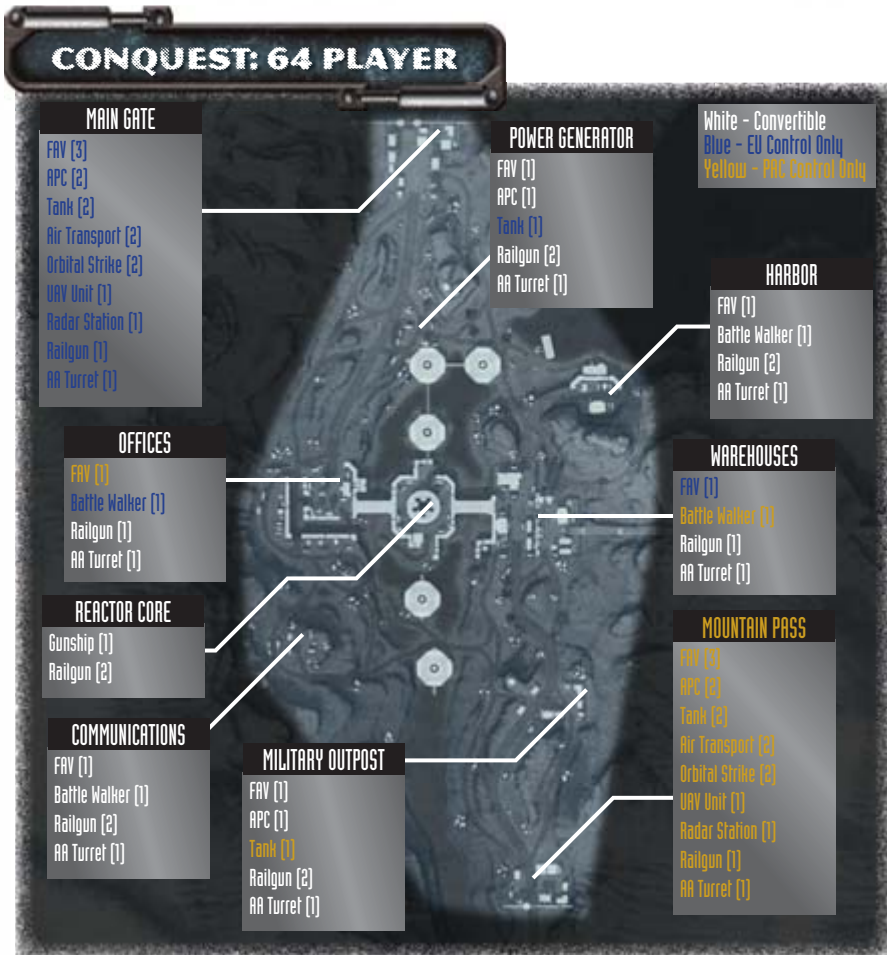
EU Strategy

To gain the upper hand on this map, the EU team must capture at least three of the neutral control points.

Begin by rushing the Offices and Warehouses with the two MK-15 Bandits and the air transport. Capturing the Offices supplies the team with an L-5 Riesig; capturing the Warehouses denies the PAC team its battle walker. Use the slower units at the Main Gate to capture the Power Generator, while the newly acquired L-5 assaults the Reactor Core. Maintain a solid east/west line across the center of the map by defending the Offices, Reactor Core, and Warehouses. Reinforce the Warehouses with the L-5, as this position is likely to face the brunt of the PAC assault. While ground units hold firm, harass the PAC units to the south with the UD-6 Talon. Hold steady at the map's center till you have at least a 100-ticket advantage before advancing south.

PAC Strategy

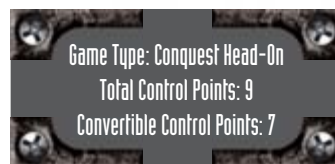
The PAC team should also strive to capture the central control points in an effort to form a solid defensive line. Rush the Warehouses and Offices with UAZ-8 Ocelots and BTR-20s to secure the two battle walker spawn points. At the same time, secure the Military Outpost with the other ground vehicles from the Mountain Pass. Form the east/west line by capturing the Reactor Core with the T-39 Bogatyr battle walker or with troops dropped in by the BTR-20. Keep moving vehicles from the Military Outpost and Mountain Pass to the front lines—the Type 32 Nekomatats are helpful in holding the Warehouses and Offices. Since there's no quick way to end this battle, stay on defense while the EU ticket count dwindles. Speed things along by targeting EU attackers near the Power Generator with orbital strikes.



Main Gate



Mountain Pass



EU Strategy

Out of the seven neutral control points, the EU must capture at least four to initiate a drain on the PAC team's tickets. While any combination works, focus on securing the control points that provide the most valuable vehicles. Rush the Harbor with one MK-15 Bandit while an air transport drops troops at the Communications control point—both provide the team with an L-5 Riesig battle walker. Use the remaining MK-15s to capture the Offices and Power Generator while the second air transport drops a squad at the Reactor Core. Reinforce these critical control points before attempting to take any others. Keep the L-5 battle walkers spawned at the Harbor and Communications on defense to better secure the flanks. Meanwhile, repel attacks in the center with the UD-6 Talon and A8 Tigers positioned at the Offices, Power Generator, and Reactor Core. Hold out at these positions till a significant ticket advantage is established before attempting to capture the other PAC-held control points.

PAC Strategy

Like the EU, the PAC team should also focus on securing the most asset-rich control points. As soon as the battle starts, send a full BTR-20 to the Harbor while a UAZ-8 rushes Communications. These outer control points each spawn a T-39 Bogatyr battle walker. Use the second BTR-20 and more UAZ-8s to capture the Warehouses and Reactor Core. The Type 32s and BTR-4s spawned at the Mountain Pass should capture the Military Base on their way to reinforce the central positions. Lock down these control points with mines, anti-aircraft fire, and the Type 32 Nekomata hover tanks. If necessary, counterattack using the T-39 Bogatyr from the Warehouses, Harbor, or Communications control points. Support the defensive effort with the Type 4 Doragons and BTR-20s, always using the Mountain Pass landing pads to rearm and repair. Keep up the pressure on EU positions with frequent orbital strikes and APC mortar barrages. As long as the EU ticket drain is in effect, stay on defense.

III BASES & CONTROL POINTS

MAIN GATE

Maps: 32 and 64 Player
Initial Control: EU

Adjacent Bases/Control Points:

- Offices
- Power Generator
- Harbor

Located on the northern edge of the map, the Main Gate serves as the EU base in the 32- and 64-player battles. The three roads branching out of the base to the south give them easy access to adjacent control points like the Harbor, Power Generator, and Offices. But these roads allow PAC attackers to infiltrate the base too. During the battle, it's important that the EU team continues using the vehicles spawned here by moving them to the front lines. Allowing empty vehicles to sit around only encourages theft by PAC raiders—who will gladly put them to use.

Attack

When attempting to infiltrate the Main Gate, always approach from one of the dirt roads on the eastern or western flanks, preferably in an FAV. These roads run along the map's perimeter, allowing you to avoid the heavy action in the center. Or better yet, hitch a ride in an air transport and drop in from above. Most of the EU commander's assets are located on the southern side of the facility, making them easy targets for sabotage. But the radar station is positioned outside, on a hill to the south. These hills to the south are also useful if you're looking to camp the base from a distance. If the EU team has nowhere else to spawn, consider laying siege to the Main Gate from these elevated positions.

Main Gate Assets

EU Control	16 Player	32 Player	64 Player
MH-15	—	2	3
AVM-2	—	2	2
AB	—	2	2
UD-12	—	1	2
Orbital Strike	—	2	2
UAV Unit	—	1	1
Radar Station	—	1	1
Railgun	—	1	1
AA Turret	—	1	1



Defend

Although this base can't be captured, it's still a good idea to watch over the vehicle spawns and commander assets. The AA turret positioned between the two landing pads has an awesome view of the surrounding air space. Although it lacks the armor-piercing punch of the railgun near the southern entry point, the AA turret's field of view and rapid fire make it capable of engaging numerous targets. Use it to knock down air threats approaching from any direction or mow down enemy infantry attempting to sabotage the commander's assets to the south. Always stay near this turret when tasked with defending the base.

POWER GENERATOR

Maps: All

Initial Control: EU (16 Player) /
Neutral (32 and 64 Player)

Adjacent Bases/Control Points:

- Main Gate
- Harbor
- Offices

The Power Generator appears in all the battles and serves as the EU base in the 16-player version. It favors the EU team in the 32- and 64-player battles too, spawning an A8 Tiger tank. No tanks are spawned here for the PAC team. The additional tank spawn point and the site's close proximity to other control points is reason enough for EU troops to hold tight here.

Power Generator Assets

EU Control	PAC Control	16 Player*	32 Player	64 Player
MH-15	URZ-8	2	2-1	1
AVM-2	BTR-4	1	—	1
AB	—	1	1	1
Railgun	Railgun	2	2	2
AA Turret	AA Turret	1	1	1

*EU Control Only



Attack

This control point sits in a low depression at the northern bend in the river. Always try to approach from the north or west, where you can attack from the high ground. Even if no enemies are spotted, take a few seconds to scan the area around the flag for booby traps before rushing in. There are no good hiding spots within the flag's capture radius, so take cover along the nearby crates and concrete obstacles if you're on foot.

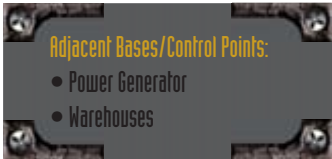


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Defend

Four roads converge on the Power Generator, making it difficult to predict the direction of incoming attacks. In addition to the roads, the control point can also be assaulted by infantry rushing across the pipes to the south—such attacks are likely if the enemy holds the Reactor Core. Unless you have the manpower, forget covering each possible entry point. Instead, booby-trap the flag's capture radius with mines and demo packs, then retreat to the northeastern hill to defend from a distance. The concrete bunker on the hill is a good overlook position, with a good view of all the nearby roads. But the nearby tree blocks its view of the flag.

HARBOR



In the 64-player battle, the Harbor control point is located along the river to the northeast and is somewhat isolated from the chaotic fighting in the map's center. But both teams should make an effort to capture and hold this control point as it spawns a valuable battle walker. Gaining a battle walker here makes it easier to assault or reinforce the nearby Power Generator and Warehouses.

Harbor Assets

EU Control	PAC Control	16 Player	32 Player	64 Player
MH-15	UAZ-8	—	—	1
L-5	T-39	—	—	1
Railgun	Railgun	—	—	2
AA Turret	AA Turret	—	—	1



Attack

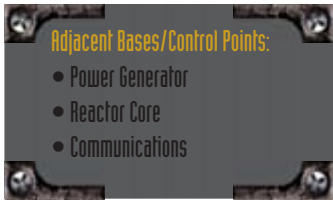
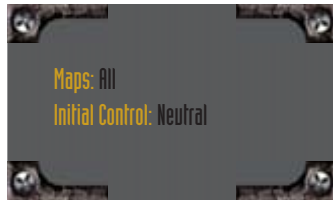
When attacking in a vehicle, advance through the eastern entry point in an attempt to catch defenders off guard. This side of the Harbor can be accessed via the dirt road flanking the hill to the southeast as well as the road fording the river to the northwest. Moving in on foot can be effective too, but only attempt this from the north by climbing the ladders on the dock. If available, commandeer the vacant battle walker near the crane and use it to clear out defenders before converting the flag. The flag can be converted or contested from the southern rooftop, so watch for defenders camping the flag radius.



Defend

When it's not needed elsewhere, use the battle walker to lock down this control point. Otherwise, man the defensive weapons and cover the narrow entry points to keep attackers out. The eastern and western roads are the most likely avenues of attack and are best defended with the two railguns or mines. In addition to shooting down enemy aircraft, the AA turret on the northern dock can also cover the northwest approach, blasting enemies advancing from the Power Generator. If defending alone, consider booby-trapping the flag and watching it from the crane or surrounding hills.

OFFICES



Like the Power Generator, the Offices benefit the EU team more than it does the PAC team. When held by the EU, this control

Offices Assets

EU Control	PAC Control	16 Player	32 Player	64 Player
L-5	UAZ-8	1	1	1
Railgun	Railgun	1	1	1
AA Turret	AA Turret	1	1	1

point spawns an L-5 Riesig—PAC captors only receive a UAZ-8 Ocelot. But that doesn't mean the PAC shouldn't go for this control point. Denying the EU another battle walker can make a big difference in the final outcome.



Attack

Advance on the Offices from the northwestern or southwestern dirt roads to avoid the fighting along the river. On the way in, watch for defenders hiding among the structures. If you're expecting heavy resistance, request UAV support from your commander and use the intel to quickly hunt down the defenders. Request an orbital strike if necessary. The flag's capture radius is relatively large, so don't worry about clustering too tightly around its base. The flag can also be converted from the top of the adjacent platform to the north.



Defend

Keep an eye on the mini-map and study the status of the surrounding control points to predict the most likely avenues of attack. If the enemy holds the Reactor Core, pack the eastern bridge with explosives and automatic fire. Attacks from the north and south are best stopped at the flag, as the other entry points are too numerous to defend individually. Sprinkle the outer boundaries of the flag's capture radius with mines or demo packs to stop vehicle captures. Consider dropping an anti-personnel mine on the northern platform's staircase too. The AA turret has a good view of the flag and can be used to knock out enemy aircraft, infantry, and FAVs. However, its view to the east is obscured by the nearby structures, so be prepared for point-blank aerial assaults from this direction.

REACTOR CORE

Maps: All
Initial Control: Neutral

Adjacent Bases/Control Points:

- Offices
- Warehouses

In all battles, the Reactor Core is the only spot on the map that produces an gunship. This and its central location often make it the most contested control point on the map. But sometimes holding this central island is more trouble than it's worth, especially if your team doesn't hold the nearby Warehouses and Offices.

Reactor Core Assets

	EU Control	PAC Control	16 Player	32 Player	64 Player
UD-6	Type 4		1	1	1
Railgun	Railgun		1	1	1



Attack

Steer clear of the bridges on the eastern and western sides of the Reactor Core—they're often booby-trapped with explosives. Instead, opt for the shallow river fords to the northeast and southwest. The flag is positioned at the center of the circular reactor and cannot be captured by most ground vehicles. However, battle walkers can maneuver inside the capture radius, though the cramped conditions leave them vulnerable to infantry ambushes. You're better off moving in on foot. But before rushing in, toss in some EMP grenades to temporarily stun defenders and disable sentry guns. In the 32- and 64-player maps, try assaulting the flag with an air transport, dropping a squad right into the capture radius.



Defend

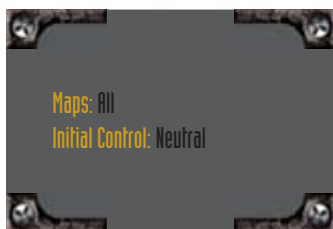
If available, import a battle walker from one of the surrounding control points to hold down this control point. Not only can it defeat most attacks, but it can also contest or retake the flag if it's captured. If no outside vehicle support is available, reinforce the area around the flag first. A couple of inward-facing sentry guns positioned around the core's perimeter is a good hands-off solution. Demo packs are even more effective, but require supervision to detonate them at the right time. Next, defend the outer perimeter, mostly by loading the two bridges with mines or demo packs. The narrow dirt road entry points to the north and south should be covered too.

CAUTION

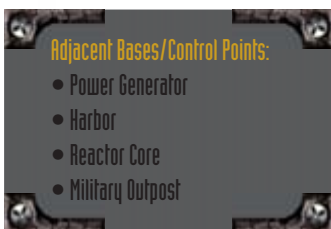
In the 32- and 64-player battles, don't land at the Reactor Core's landing pad for repairs. The area is far too dangerous. Instead, use one of the landing pads at your base, where you're less likely to get blasted.



WAREHOUSES



Maps: All
Initial Control: Neutral



Adjacent Bases/Control Points:

- Power Generator
- Harbor
- Reactor Core
- Military Outpost

The Warehouses are similar to the Offices on the opposite river bank. But this control point benefits the PAC team most, spawning a T-39 Bogatyr battle walker. If the EU captures this position, they only get a MK-15 Bandit. Regardless of its assets, this is a critical central control point with roads leading to the Power Generator, Harbor, Reactor Core, and Military Outpost.

Attack

Steer clear of the activity along the river by hitting this control point from the northeastern or southeastern dirt roads. If it's lightly defended, rush in with an FAV and park next to the flag to capture it. But if you suspect booby traps around the flag, consider dismounting and moving in cautiously on foot, using the buildings for cover. It's a good idea to plant a spawn beacon somewhere in the facility in case your initial assault fails. Advance on the flag and hide among the crates and containers while converting it.

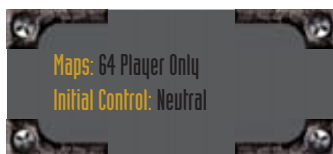
Defend

Unless you are backed up by tanks and battle walkers, it's impossible to completely shut down access to this large facility. There are simply too many points of entry to cover. Instead, load the capture radius with mines and demo packs, then back off and cover from one of the two accessible warehouse rooftops to the east or west. Both offer excellent views of the flag, ideal for snipers and rocket-toting engineers. Don't forget the site's defensive assets. The railgun to the north can cover the northwestern dirt road as well as the Reactor Core bridge to the west. Although its view to the west is totally obstructed, the AA turret has a good line of sight on the flag and surrounding air space.

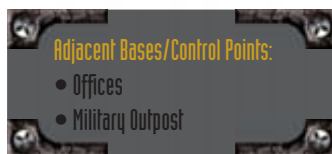
Warehouses Assets					
EU Control	PAC Control	16 Player	32 Player	64 Player	
MK-15	T-39	1	1	1	
Railgun	Railgun	1	1	1	
AA Turret	AA Turret	1	1	1	



COMMUNICATIONS



Maps: 64 Player Only
Initial Control: Neutral



Adjacent Bases/Control Points:

- Offices
- Military Outpost

In terms of assets provided, the Communications control point is the mirror image of the Harbor, spawning an FAV and battle walker for both

Communications Assets

EU Control	PAC Control	16 Player	32 Player	64 Player
MK-15	URZ-8	—	—	1
L-5	T-39	—	—	1
Railgun	Railgun	—	—	2
AA Turret	AA Turret	—	—	1

teams. Its proximity to the Mountain Pass base allows the PAC to exert control over this facility for most of the battle.

Attack

This control point is a good candidate for an airborne assault, especially for the EU team. Load an air transport and fly in along the river, exploiting the AA turret's eastern blind spot. If the AA turret is manned, always land troops on the eastern slope of the hill. Then move in on foot, using the com tower and container on the eastern side of the hill for cover while advancing on the flag. Gather around the flag or on the nearby structure to convert it. If attacking in a vehicle, watch for mines placed along the narrow dirt roads. When possible, use the less-traveled southern road to access the hilltop.

Defend

Use the hill's height advantage to spot and engage incoming attacks at a distance. Engineers and recon troops posted along the eastern side of the hill can blast incoming enemies near the Military Outpost and Offices. But defend against rush attacks, too, by mining the northern and southern dirt roads or manning the two railguns—the northern railgun has a clear shot into the Offices. Although the AA turret's view to the east is obscured, it can cover the air space over the flag and pummel any vehicles or infantry gathered around its base.



MILITARY OUTPOST

Maps: All

Initial Control: PAC (16 Player)/
Neutral (32 and 64 Player)

Adjacent Bases/Control Points:

- Warehouses
- Communications
- Mountain Pass

The Military Outpost is like the PAC's version of the Power Generators. In addition to serving as the PAC base in the 16-player mode, it also spawns a Type 32 Nekomata hover tank in the larger battles. No tanks are spawned here for the EU team.

The PAC team is likely to hold this control point for most of the battle anyway, as it sits on its base's southern flank.

Attack

When attacking in a vehicle, infiltrate the Military Outpost via the western dirt road, climbing the steep hill near the bunker. At the top of the hill, fan out if necessary and take cover among the various structures. Target any gunners in the nearby AA turret and railguns before advancing on the flag. The eastern approach is best reserved for infantry attacks. File in through the breach in the wall and assault the flag at point-blank range. Use the crates surrounding the flag as cover during the conversion process. If attacking from the air, always stay to the west of the bunker to avoid the AA turret.

Military Outpost Assets

EU Control	PAC Control	16 Player*	32 Player	64 Player
MH-15	URZ-8	2	1(E)12	1
AVM-2	BTR-4	1	—	1
—	Type 21	1	1	1
—	Orbital Strike	2	—	—
—	UAV Unit	1	—	—
—	Radar Station	1	—	—
Railgun	Railgun	2	2	2
AA Turret	AA Turret	1	1	1

*PAC Control Only



Defend

Like the Communications control point, the Military Outpost sits on a slight hill with a great view of the surrounding area. For an even better view, take up positions in the bunker to the west and engage incoming attackers with sniper or rocket fire. Consider mining the roads too, including the western dirt road. The northern railgun has a great view of the Warehouses, capable of knocking out incoming vehicles at long range. But the AA turret has the best view of the flag and airspace above. Use it to kill (or disable) enemy infantry, air units, or FAVs clustered around the flag.



When flying, stay along the river to avoid anti-aircraft fire. The AA turret at the Power Generators is the only one that poses a threat along this central corridor.

MOUNTAIN PASS

Maps: 32 and 64 Player
Initial Control: PAC

Adjacent Bases/Control Points:
• Military Outpost

Situated on the southern edge of the map, the Mountain Pass is the PAC base in the 32- and 64-player battles, spawning the bulk of PAC vehicles. All roads leading out of the Mountain Pass head north, providing quick access to the Military Outpost and beyond. It's

important that the PAC team continually ferry the vehicles spawning here to the front-line positions, especially the Type 32 Nekomata hover tanks.

Mountain Pass Assets

PAC Control	16 Player	32 Player	64 Player
URZ-8	—	2	3
BTR-4	—	2	2
Type 21	—	2	2
BTR-20	—	1	2
Orbital Strike	—	2	2
UAV Unit	—	1	1
Radar Station	—	1	1
Railgun	—	1	1
AA Turret	—	1	1





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Attack

Limit your attacks on the Mountain pass to quick airborne raids, targeting the PAC commander's assets. Fly in along the river and unload on the western flank of the facility to avoid getting shot down by the AA turret.

Enter through the hole in the fence and quickly drop demo packs on the orbital strikes and UAV unit inside the facility. Don't forget the radar station on the hill to the north. Retreat using the same air unit, or steal a vacant PAC vehicle to make your escape.



Defend

Don't expend too much manpower on defending the base, but still consider leaving at least one defender back to watch over the vehicles and commander assets. Both the railgun and AA turret have an excellent view of the main road to the north as well as the base's interior. Since air and FAV attacks are the most common, stick with the AA turret, as it is capable of quickly defeating both. However, it can't cover the gully to the west, so watch out for infantry sneaking into the base from this direction.



At first, PAC utilized its depleted Titan fleet conservatively in its attack on the Sidi Power Station. Similarly, the EU relegated its armada to primarily non-battle zone transportation duties. Soon, however, the ground war intensified. More air support and delivery was required. Within a month, the skies were again filled with Titans.



Main Gate



Mountain Pass



EU Strategy

The EU team must act fast to capture the silos on the northern half of the map. Players spawning on the Titan should use the air units to go after Silos 2, 4, and 5 in the center—securing Silos 4 and 5 provides the team with a couple of L-5 Riesigs. Meanwhile, teammates on the ground should capture Silo 1, using one of the MK-15s spawned at the Main Gate. It's also important to move the A8 Tiger tanks to the central silos for defense, as the L-5 Riesigs won't last long against the PAC's incoming Type 32 Nekomata hover tanks. The commander should consider moving the Titan south, too. Its massive turrets are useful for defending the central silos. With four silos under EU control, it's only a matter of minutes before the enemy Titan's shield goes down. Pull at least one squad off defense and assign it to assault the PAC Titan. The rest of the team should stay on defense, holding as many of the silos as possible to preserve the EU Titan's shields.

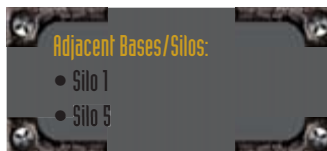
PAC Strategy

Like the EU, the PAC team should attempt to dominate the center of the map. Use the air units on the Titan to rush Silos 2, 4, and 5 as soon as the battle begins. The PAC commander should get the Titan on the move, too, flying it toward Silo 2. On the ground, use the UAZ-8s to rush Silo 3 while the Type 32 Nekomatas reinforce Silos 4 and 5. If Silos 4 and 5 are under PAC control, use the two T-39 Bogatyrs to lock down the map's center, assaulting Silo 2 if necessary. Once the Titan arrives, it can help pound enemy units around the central silos as well as challenge air threats with its anti-aircraft turrets. Hold the four southernmost silos till the EU Titan loses its shield. At that time, get a squad or two on the EU Titan for the final takedown. But don't let up on defense on the ground. Instead, use the ground fight as a diversion to draw EU defenders away from their Titan.



BASES & SILOS

MAIN GATE & EU TITAN



Adjacent Bases/Silos:

- Silo 1
- Silo 5



Main Gate/Titan Assets

EU Control	Unit Count
MH-15	2
AVM-2	2
A8	2
UD-6 (Titan)	1
UD-12 (Titan)	1
Orbital Strike	1
UAV Unit	1
Radar Station	1
Railgun	1
AA Turret	1

As in the conquest battles, the EU starts in the north at the Main Gate base, with its Titan floating nearby. While the FAVs and air units supplied here are great for rushing silos, it's the A8 Tiger tanks that allow you to hold them. No other tanks

are spawned by the silos, so keep these two in the battle. They're particularly useful at blasting the battle walkers spawned at Silos 4 and 5. The Main Gate's landing pads are available for EU pilots in need of repairs and ammo.

SILO 1



Adjacent Bases/Silos:

- Main Gate
- Silo 4



Silo 1 Assets

EU Control	PAC Control	Unit Count
MH-15	UAZ-8	1
AVM-2	BTR-4	1
Railgun	Railgun	2
AA Turret	AA Turret	1

Silo 1 is located at the Harbor, to the northeast. EU troops have the best chance of capturing this site early by rushing it from their nearby base or Titan. However, the PAC team should try to capture this site too, as its AA turret is great for engaging air traffic around the EU Titan. The silo also produces the closest APC to the EU Titan's starting position, ideal for the final assault.

SILO 2

Adjacent Bases/Silos:

- Silo 4
- Silo 5

Silo 2 Assets

EU Control	PAC Control	Unit Count
Railgun	Railgun	2
AA Turret	AA Turret	2



Positioned at the center of the Reactor Core, Silo 2 must be captured by infantry. Even the battle walkers can't get close enough to convert this silo. The railguns and AA turrets positioned on the island's corners give this site some serious defensive teeth. The AA turrets in particular are extremely valuable, allowing defenders to control air traffic along the river corridor. Friendly pilots can repair and rearm at the site's landing pad, but it isn't recommended—it's simply

too dangerous to land in this high-traffic area.



If you can't get into Silo 2 on foot, try using an APC pod launcher. Drive the APC within 300 meters of the site and properly aim your pod before launching. Once in the air, guide the pod toward the center of the Reactor Core, landing it right next to the silo. A squad can launch into and convert Silo 2 before enemy troops even realize it's no longer under their control.

SILO 3

Adjacent Bases/Silos:

- Silo 5
- Mountain Pass

Silo 3 Assets

EU Control	PAC Control	Unit Count
MH-15	UAZ-8	1
AVM-2	BTR-4	1
Railgun	Railgun	2
AA Turret	AA Turret	1



Occupying the same hill as the Communications control point in the conquest battles, Silo 3 is the southernmost site, making it easy for the PAC team to capture at the onset. It produces the exact same assets as Silo 1 at the Harbor, including an AA turret with a good view of the air space around the PAC Titan. The hill itself provides an awesome view of Silos 2 and 5, making it an ideal sniping position for long-range specialists like recon troops and engineers.

SIDI POWER PLANT



APCs are spawned only at Silos 1 and 3. Check these sites when looking for a pod ride onto the enemy Titan.

SILO 4

Adjacent Bases/Silos:

- Silo 1
- Silo 2
- Mountain Pass

Silo 4 Assets

EU Control	PAC Control	Unit Count
MH-15	UAZ-8	1
L-5	T-39	1
Railgun	Railgun	1
AA Turret	AA Turret	1



Silo 4 is located on the eastern edge of the Warehouses, and provides its captor with a battle walker. Both teams should try to hit this site early, preferably with an airborne assault. In addition to a battle walker, captors gain an AA turret with a commanding view of the surrounding air space—no other AA turret on the map has this kind of coverage. The railgun has a great angle on the eastern bridge, capable of blasting any vehicles advancing from Silo 2.

SILO 5

Adjacent Bases/Silos:

- Main Gate
- Silo 2
- Silo 3

Silo 5 Assets

EU Control	PAC Control	Unit Count
MH-15	UAZ-8	1
L-5	T-39	1
Railgun	Railgun	1
AA Turret	AA Turret	1



Positioned on the western side of the Offices, Silo 5 produces another battle walker, making it a valuable site for both teams. Its AA turret has a decent view of the eastern skies, capable of downing enemy air units flying over the river and Silo 2. The railgun's view is less impressive, but can still pound enemy vehicles gathered around the silo. But ground threats are best defeated with the site's battle walker.

MOUNTAIN PASS

Adjacent Bases/Silos:

- Silo 3
- Silo 4



Mountain Pass/Titan Assets

PAC Control	Unit Count
UAZ-8	2
BTR-4	2
Type 21	2
Type 4 (Titan)	1
BTR-20 (Titan)	1
Orbital Strike	1
UAV Unit	1
Radar Station	1
Railgun	1
AA Turret	1

The PAC team and Titan enter the battle along the southern edge of the map at the Mountain Pass base. This is the only spot that spawns the Type 32 Nekomata hover tanks. PAC troops should move these tanks near the central silos

to help assault and defend—they're great at knocking out enemy battle walkers. Instead of landing at Silo 2, PAC pilots should always use the landing pads here or the Titan's hangar to repair and rearm.

MAP FEATURES

Know Your Role!

Commander: Direct your squads to attack and hold the Offices and Warehouses, which produce battle walkers. Focus orbital strikes around the congested areas in the map's center, like the Reactor Core bridges. In conquest mode, stay near your base and use the AA turret to fend off air attacks.

Squad Leader: Consider deploying a spawn beacon either west of the Offices or east of the Warehouses to maintain a presence in the map's center. As usual, make sure your squad has a fresh set of orders, especially when it's time to defend.

Recon: Snipe enemies near the map's center from the southern hills by the Communications and Military Outpost control points. Also, use demo packs to reinforce the contentious central flags/silos, such as the Reactor Core.

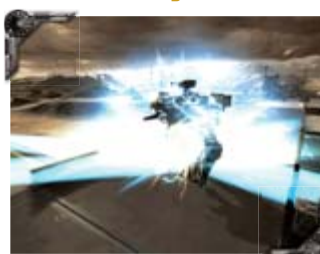
Assault: Equip this kit when conducting infantry assaults around the central control points or on the enemy Titan. A first-aid kit and defibrillator are a huge help when attacking these carnage-heavy areas. Use smoke grenades to help obscure movement around the open spaces of the Offices and Warehouses.

Engineer: Pound enemy tanks and battle walkers at a distance from rooftops at the Warehouses or the hills to the south. On defense, surround flags/silos with mines to prevent vehicle rushes. When possible, grab an FAV or APC and repair friendly vehicles while on the move.

Support: Defend the flag/silo at the Reactor Core with an inward-facing sentry gun. Bring along some EMP grenades to disable the numerous tanks and battle walkers prowling the map. Keep your squad's engineer(s) stocked on rockets and mines, especially when defending.

KEY CHOKE POINTS

Reactor Core Bridges



If available, drop EMP mines on the bridges to disable vehicles, then hit them with rockets and any other explosive munitions.

With most of the roads running north and south along the river banks, the bridges flanking the Reactor Core stand out as the map's major east/west crossing. These two bridges span the river connecting the Reactor Core to the Offices on the west and the Warehouses to the east. Although there are many shallow spots in the river where vehicles can cross, these bridges are still high-traffic areas because of the surrounding control points and silos. Defenders can limit traffic here by using mines, demo packs, and the Titan turrets, or simply by covering a bridge from a distance with rockets and automatic fire. To avoid this congested area, use the shallow areas in the river directly north and south of the Reactor Core. Battle walkers can cross the deeper areas without taking damage.

LOGISTICAL CONSIDERATIONS

Winning these battles of attrition often comes down to holding territory as long as possible. Engineers play a large role in defending the central control points and silos here, but they'll need a steady supply of ammo provided by support troops or supply crates to keep their rocket launchers firing. Engineers should also pilot the tanks and battle walkers, so they can repair each when on offense or defense. Commander supply crates are most helpful on defense, particularly around the heavily contested Offices and Warehouses. Remember, air units can repair and rearm themselves at landing pads. The landing pads at the Main Gate and Mountain Pass are distant enough to allow air units to repair without taking heavy fire.



Keep the high-traffic Offices and Warehouses control points well stocked on ammo and first-aid packs.

SIDI POWER PLANT TESTER TIPS

CONQUEST/TITAN STRATEGY

To win this battle, a team must take control of the Reactor Core island in the middle of the map. This control point works as a bottleneck for the enemy forces, and at the same time it spawns the only gunship on the map. Once either team controls the island, that team can block off the attackers. If pressed, make sure to use the dry riverbed to launch attacks on the enemy's flanks.

KEY CONTROL POINTS/SILOS

Power Generator

FEATURES: An electrical generator set in the dry riverbed.

ATTACK: The PAC should use the dry riverbed as a route to this control point, which provides a much better chance of getting heavy vehicles through without being noticed. An FAV sneak attack using the riverbed also will do nicely.

DEFEND: Make use of the static weapons here. Also put mines in the slopes leading down to the control point. Defenders should be aware of the route across the riverbed, which allows attackers to get into this point from behind. Infantry should use the generator housing to get to higher ground and defend from up there.

Harbor

FEATURES: A large crane and warehouses at a small river harbor; a barge on the dry riverbed just off the harbor edge.

ATTACK: The control point is rather open, but it's set off a bit from the rest of the battle area. Air transports with a full squad can capture this control point quickly. Use the rooftops as a safe haven for squad leaders to place spawn beacons.

DEFEND: Mine the entrances to stop heavy vehicles from getting to the control point. Be aware that attackers can also use the riverbed to launch an infantry attack from the dry harbor, using the stranded barge as a ramp to reach the harbor edge.

Warehouses

FEATURES: Warehouses clustered along the bank of the river.

ATTACK: There are many ways into the facility, but the actual control point is set deep inside. Heavy vehicles have a hard time surviving. Attack with soldiers, who can step out of vehicles at the edge of the facility and find their way on foot to the control point. Use buildings for cover.

DEFEND: Use mines to close off access via the bridge. If the EU controls the flag, focus the defenses toward the southern entrances. Mine these, as PAC reinforcements come this way.

Reactor Core

FEATURES: An island with a large reactor core in the middle.

ATTACK: Heavy vehicles have a hard time getting across the bridges to the island. Instead, use the dry riverbed to cross the river and come up on the sides of the island. Infantry can move along the riverbed or use the containers and crates on the bridge for cover. Snipers positioned high, either in the Warehouse area or in the Offices area, help take care of enemy defenders.

DEFEND: Mine all access routes to the island and use the gunship to attack invaders.

Offices

FEATURES: Office buildings and barracks for workers situated along a dry canal.

ATTACK: The control point is pretty open and flat. Use heavy vehicles to establish control of the area while infantry sweep the area for enemy soldiers.

DEFEND: Use mines to close off access via the bridge. If PAC controls the flag, focus defenses toward the northern entrances. Mine these, because EU reinforcements come this way.

Communications

FEATURES: On a small hill, a large communications mast has been erected, surrounded by barracks.

ATTACK: If mines are placed in the right position, the hill can be hard to reach by heavy vehicles. Instead, use FAV and air transports to attack the control point from above, or drive up the outskirts of the area and get out. There aren't many places to hide, but make sure the barracks on the top of the hill and the containers don't conceal enemies waiting to take back control of the area.

DEFEND: Mining the two paths up to the communications mast makes this control point easier to defend. The battle walker that spawns here is excellent for taking out infantry and heavier vehicles. Be aware that infantry can climb the hill out of sight and launch an attack on the flag.

Military Outpost

FEATURES: A military encampment in the mountains overlooking the Sidi Power Plant gorge.

ATTACK: Since the Military Outpost lies high in the mountains, the easiest way to attack this point is by using the air transport with a full squad. Any full-scale attack like this makes the area pretty easy to control.

DEFEND: The highest risk here is stray FAVs or aircraft. Defend by using the AA turret and be prepared for infantry dropping in from above.

SUEZ CANAL

As the PAC launched diversionary strikes from Italy into North Africa, it secretly gathered forces in the Sinai Peninsula to prepare for a full-scale assault on the continent. On May 1st, four PAC Command Divisions flew into Libya to engage the EU's 6th Army Group. This left the 5th Corps at the Suez Canal without support when the Southern Command Group, led by General Muunokhoi, raced into Egypt. The EU forces staved off Muunokhoi's army until help finally arrived via the 10th Airborne Division. Had the PAC seized the Suez Canal, it would have severely compromised the EU's ability to defend Africa.

CONQUEST: 16 PLAYER

White - Convertible
Blue - EU Control Only
Yellow - PAC Control Only

INNER BRIDGE LOCK

FAV (1)
Railgun (2)

OUTER BRIDGE LOCK

FAV (1)
Railgun (2)

TRASH DUMP

FAV (1)
FAV (3)
Tank (1)
Battle Walker (1)
Orbital Strikes (2)
URV Unit (1)
Radar Station (1)
Railgun (1)

REFUGEE CAMP

FAV (1)
FAV (2)
Tank (2)
Battle Walker (1)
Orbital Strikes (2)
URV Unit (1)
Radar Station (1)
Railgun (2)

Game Type: Conquest Double
Assault
Total Control Points: 4
Convertible Control Points: 4



Refugee Camp



Trash Dump

EU Strategy

All control points are up for grabs in this Double Assault map. The EU team should start by rushing the Inner Bridge Lock with all the vehicles spawned at the Refugee Camp. Keep the A8 Tiger tanks and L-5 Riesig at the Inner Bridge Lock to defend while sending at least one MK-15 Bandit east to capture the Trash Dump—bypass the Outer Bridge Dock for now. Capturing the Trash Dump denies the PAC access to its tank and battle walker, making an EU victory at the Outer Bridge Lock much easier. Defend the Trash Dump to the east while assaulting the Outer Bridge Lock from the west, sending the A8 Tiger tanks and L-5 Riesig in to capture the flag. Immediately defend all four flags to prevent the PAC from opening a new front.

PAC Strategy

The PAC must capture the EU's starting control point at the Refugee Camp to gain an advantage. Move all ground vehicles to the Outer Bridge Lock, using the Type 32 Nekomata hover tank and T-39 Bogatyr battle walker to capture and defend it. Meanwhile, keep pushing west with the UAZ-8 Ocelot, racing past the Inner Bridge Lock and into the Refugee Camp. Enter through the northwestern wall breach to avoid traffic on the bridge. Taking the Refugee Camp removes the EU's tank and battle walker spawn points. Secure the Refugee Camp with infantry to prevent a counterattack while the Type 32 and T-39 move in on the Inner Bridge Lock. Use the Type 32 to blast any defenders in the facility while the battle walker advances up the control point's main steps to capture the flag.



Inner Bridge Lock



Outpost

EU Strategy

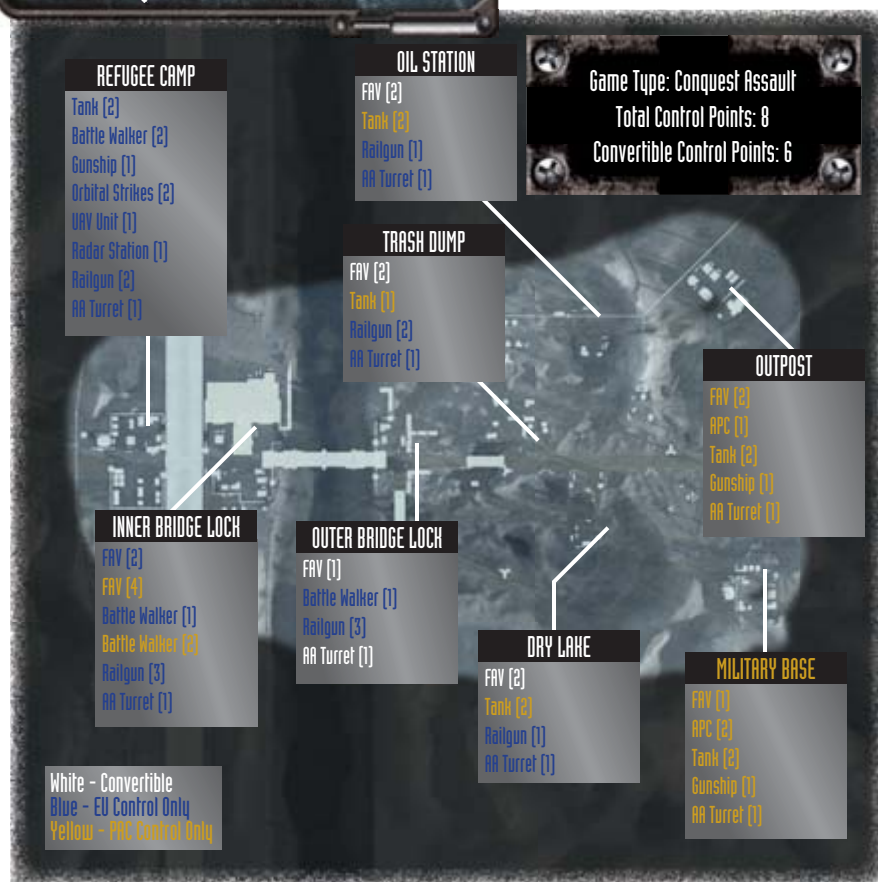
With minimal firepower at the front lines, the EU must quickly move tanks and battle walkers east to meet the PAC advance. Meanwhile, use infantry (mostly engineers) and the UD-6 Talon to hold out at the Oil Station as long as possible—prevent the PAC from capturing a control point to maintain the initial drain on its ticket count. Reinforce the Trash Dump and Outer Bridge Lock with one A8 Tiger and one L-5 Riesig each. If the Oil Station is still in EU hands, send the third L-5 Riesig to help defend it. As the PAC attack progresses, it will get stronger, gaining new Type 32 Nekomatas at the eastern control points. Make a stand at the Outer Bridge Lock, securing the bridge and canal with all available tanks and battle walkers. Keep the AA turrets firing too, preventing the PAC Type 4 Doragon from dropping troops on the Inner Bridge Lock. Hold out at these two western control points till the PAC ticket count is depleted.

PAC Strategy

Speed is the key to gaining a foothold on the eastern control points before the EU can adequately defend

them. Overwhelm the Oil Station with all ground units and the Type 4 Doragon, capturing the flag to halt the ticket drain. Keep pushing west, using the new Type 32 Nekomata and UAZ-8s to supplement the assault force. Absorb the Trash Dump and Dry Lake to gain more Type 32s. Defend the eastern control points against counterattacks while attempting covert or airborne assaults on the Inner Bridge Lock. Denying the EU its A8 Tigers, L-5 Riesigs, UD-6 Talon, and commander assets greatly inhibits its ability to withstand a frontal assault at the Outer Bridge Lock. Stage ground units at the Trash Dump for the final assault, and rush in to attack the Outer Bridge Lock as soon as the Inner Bridge Lock is neutralized. With all flags captured or neutralized, hunt down the remaining EU troops and defend all flags to ensure the enemy has nowhere left to spawn.

CONQUEST: 64 PLAYER



Refugee Camp



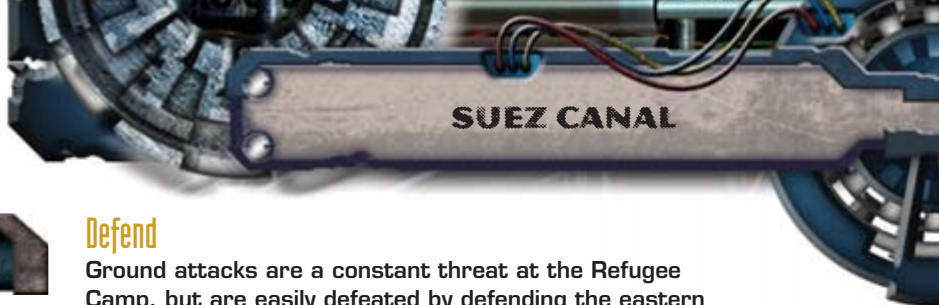
Outpost & Military Base

EU Strategy

In this larger battle, the PAC attacks from two fronts, requiring the EU to split its front-line defenses between the Oil Station and Dry Lake. As in the 32-player battle, reinforce these positions with A8 Tigers, L-5 Riesigs, and the UD-6 Talon spawned at the western control points. Hold these (and all) control points as long as possible to keep bleeding the PAC ticket count. But if these front-line positions fall, retreat to the Outer Bridge Lock and stop the PAC advance at the canal. The three westernmost control points produce the most valuable vehicles, so keep them under EU control—stopping the onslaught of PAC Type 32s is extremely difficult without tanks, battle walkers, and the UD-6. If necessary, fall back to the Inner Bridge Lock and Refugee Camp to make a last stand, using the canal and canal bridge choke points to inflict heavy damage on the PAC attackers.

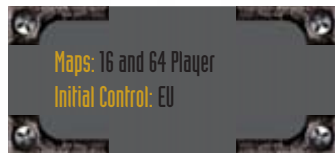
PAC Strategy

As in the 32-player battle, rush the EU's front-line positions as soon as the battle begins. For additional firepower, use the mortars in the BTR-4s to soften up defenders at the Oil Station and Dry Lake while Type 32 Nekomatras move in to capture the flags, gaining four new hover tanks. Converge on the Trash Dump using the newly spawned Type 32s, attacking simultaneously from the north and south. While the ground fight rages in the east, send a few Type 4 Dragons to the Refugee Camp, dropping squad leaders near the flag. Use these squads and the Type 4s to capture and reinforce the Refugee Camp while the main eastern assault force pushes in on the Outer and Inner Bridge Lock control points. Denying the EU its tanks, battle walkers, and the UD-6 at the Refugee Camp is the key to bringing this battle to a quick conclusion.

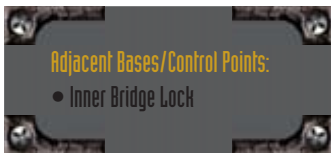


BASES & CONTROL POINTS

REFUGEE CAMP



Maps: 16 and 64 Player
Initial Control: EU



Adjacent Bases/Control Points:
• Inner Bridge Lock

The Refugee Camp serves as the EU base in 16- and 64-player battles—this area is out of bounds in the 32-player battle. In both battles this base can be captured by PAC forces. Therefore, EU troops must take steps to defend.

The A8 Tiger tanks spawned here are the only ones on the map. In the 64-player battle, these tanks are vital when facing the onslaught of PAC Type 32 Nekomata hover tanks.

Attack

Avoid crossing the eastern bridge when advancing on the Refugee Camp. Instead, use the breach in the wall at the facility's northeastern corner. This entry point provides easy access to the flag as well as numerous vacant EU vehicles. This flag takes a long time to convert, so always bring some teammates along to expedite the process. If attacking by air (in the 64-player battle) stay low and flank the site from the north or south to avoid giving the AA turret a clear shot.



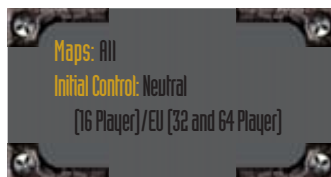
Refugee Camp Assets

EU Control	PAC Control	16 Player	32 Player	64 Player
MH-15	UAZ-8	1-3	—	—
A8	—	2	—	2
L-5	—	1	—	2
UD-6	—	—	—	1
Orbital Strikes	—	2	—	2
UAV Unit	—	1	—	1
Radar Station	—	1	—	1
Railgun	—	2	—	2
AA Turret	—	—	—	1

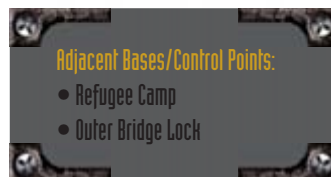
Defend

Ground attacks are a constant threat at the Refugee Camp, but are easily defeated by defending the eastern bridge and northeastern wall breach. The two railguns near the bridge can target incoming tanks and battle walkers, but have a hard time tracking the faster-moving FAVs. Reinforce the flag and northeastern wall breach with mines or demo packs to stop such breakthrough attempts. In the 64-player battle, air attacks are also a threat. The AA turret near the landing pad is more than capable of knocking down enemy air units as far away as the Inner Bridge Lock.

INNER BRIDGE LOCK



Maps: All
Initial Control: Neutral
(16 Player)/EU (32 and 64 Player)



Adjacent Bases/Control Points:

- Refugee Camp
- Outer Bridge Lock

This control point is available in all the battles, but serves as the EU base in the 32-player battle, producing its only A8 Tiger tanks as well as a couple of L-5 Riesigs. These heavy ground units are extremely valuable and should be ferried to the front-line positions to the east to help lock down the EU-held control points. The control point's landing pad is available in all battles, allowing friendly pilots to repair and rearm.

Inner Bridge Lock Assets

EU Control	PAC Control	16 Player	32 Player	64 Player
MH-15	UAZ-8	1	1**	2-4
A8	—	—	2	—
L-5	T-39	—	2*	1-2
UD-6	—	—	1	—
Orbital Strikes	—	—	2	—
UAV Unit	—	—	1	—
Radar Station	—	—	1	—
Railgun	Railgun	2	3*	3*
AA Turret	—	—	1	1

* EU Control Only

** PAC Control Only



Attack

As at the Refugee Camp, avoid the high-traffic bridges when assaulting the Inner Bridge Lock. Instead pass through the breaches in the facility's northwestern or northeastern walls. Assaulting on foot isn't recommended, but can be accomplished by moving along the catwalks running above and beneath the canal bridge to the east. There are also narrow wall breaches in the facility's southern corners. The flag is positioned on a large platform on the southern side of the tall gray building. If on foot, use the perimeter staircases to the east or west to reach the flag. Battle walkers, FAVs, and the Type 32 Nekomata can climb the main staircase to the south to enter the flag's capture radius.

Defend

Lock down the bridges and the northern wall breaches to halt the majority of ground attacks. Position the tanks or battle walkers hidden within the facility to flank advancing enemy vehicles at these entry points. Meanwhile, engineers stationed near the flag or on the canal bridge's upper catwalk can get the jump on incoming vehicles at long range, using their rocket launchers. Most attackers ditch their vehicle and climb the steps to reach the flag. Stop them with demo packs or sentry guns positioned around the capture radius.



Attack

As usual, avoid the canal bridge at all costs. When attacking from the west, always move through the canal and flank the control point from the north or south. If attacking from the east, rush the flag from the main road in a tank or battle walker—the more armor, the better. But if you're on foot, advance through the northeastern trench. This provides excellent cover, not to mention a path leading directly to the flag. Stay inside the trench while converting the flag.



OUTER BRIDGE LOCK

Maps: All
Initial Control: Neutral (16 Player)/EU (32 and 64 Player)

Adjacent Bases/Control Points:
• Inner Bridge Lock
• Trash Dump

The Outer Bridge Lock sits on the eastern edge of the long canal bridge. In all battles this control point serves as a buffer for EU forces attempting to stop the PAC from reaching the canal. In addition to the battle walkers produced in the 32- and 64-player battles, this control point also spawns an AA turret on the bridge's upper catwalk, west of the flag. This is the most dominant AA turret on the map, with an unobstructed view of the surrounding airspace.

Outer Bridge Lock Assets

EU Control	PAC Control	16 Player	32 Player	64 Player
MH-15	URZ-8	1	1	1
L-5	T-39	—	1	1*
Railgun	Railgun	2	3*	3*
AA Turret	AA Turret	—	1	1

*EU Control Only



TRASH DUMP

Maps: All
Initial Control: PAC (16 Player)/ EU (32 and 64 Player)

Adjacent Bases/Control Points:
• Outer Bridge Lock
• Oil Station
• Dry Lake

The Trash Dump serves as the PAC base in the 16-player battle. But the control point is held by the EU in the 32- and 64-player versions. In these larger battles, the Trash Dump is another stop for the PAC on its way to the canal. Like the other nearby control points, this one spawns another Type 32 Nekomata hover tank for the PAC, further strengthening its assault force.

Trash Dump Assets

EU Control	PAC Control	16 Player	32 Player	64 Player
MH-15	URZ-8	3-1	2	2
—	Type 32	1	1	1
—	T-39	1	—	—
—	Orbital Strikes	2	—	—
—	URV Unit	1	—	—
—	Radar Station	1	—	—
Railgun	Railgun	1	2*	2*
AA Turret	—	—	1	1

*EU Control Only

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Attack

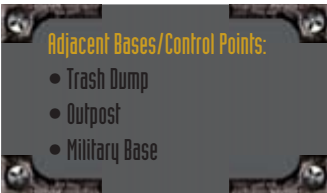
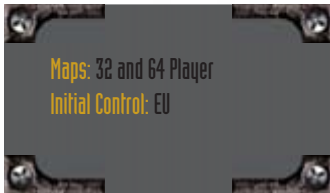
Similar to the one at Outer Bridge Lock, the flag at the Trash Dump is located right off the main road, making it easy to capture with a vehicle. But if the flag is heavily defended, consider advancing on the control point from the north, using the various structures and obstacles for cover on the way in. This is the preferred method of attack by infantry. But the crates and barriers around the flag offer little protection, so consider grabbing a vacant vehicle when camping the capture radius.



Defend

Reinforce this control point with a tank and some engineers. Their heavy firepower is necessary to stop armor advances along the main road. If no tanks or battle walkers are available, load the flag's capture radius with mines or demo packs. In the larger battles, the railguns are well positioned to engage attacks from the north and northeast. Meanwhile, the AA turret has a good view of the flag and surrounding air space. If nothing else is available, use it to blast FAVs and infantry clustered around the flag—but it's useless against tanks and battle walkers.

DRY LAKE



Depending on the map size, the flag and assets of the Dry Lake appear in two different locations. In the 32-player battle, the control point is located just south of the main road, not far from the Trash Dump. The location shifts about 130 meters to the south in the 64-player battle, centered on the nearby structures. In both battles, this control point benefits the PAC team the most, spawning more Type 32 Nekomatas.

Dry Lake Assets

EU Control	PAC Control	16 Player	32 Player	64 Player
MH-15	URZ-8	—	2-1	2
—	Type 32	—	1	2
Railgun	—	—	1	1
AA Turret	—	—	—	1



Attack

When attacking in the 32-player battle, try to rush the Dry Lake from the main road with an armored vehicle. At the start of the battle, this is an EU front-line position, so expect heavy resistance. If necessary, pound the site with orbital strikes before rushing in with armor and infantry to capture the flag. Take the same cautious approach in the 64-player battle, attacking from the dirt roads to the east or west. As the PAC, use the BTR-4s spawned at the nearby Military Base to lob mortar rounds into the site before the assault. If attacking from the air, approach from the west, using the palm trees to obstruct the AA turret's line of sight.



Defend

Most attacks on the Dry Lake come from the main road in the 32-player battle. Instead of mining this wide northern entry point, scatter explosives around the flag and take cover among the nearby containers and structures. In the 64-player battle, use the railgun to engage incoming vehicles to the east—it can nail PAC vehicles exiting the Military Base. EU troops should man this gun early in the battle. The AA turret has a good view to the east as well, and can turn on the flag to pepper enemy infantry and FAVs. Back up these assets with engineers, using mines and rocket fire to shut down the eastern, northern, and western access points to all incoming vehicles.



OIL STATION

Maps: 32 and 64 Player
Initial Control: EU

Adjacent Bases/Control Points:

- Trash Dump
- Outpost

The Oil Station is another EU front-line position likely to face the brunt of the PAC's firepower as it advances from the nearby Outpost. By capturing this control point, the PAC team gains another Type 32 Nekomata—two in the 64-player battle. Once it's lost to the PAC, the EU has little reason to recapture this forward position. It's better to regroup and reinforce the canal.

Attack

This control point sits in a bowl-like depression, protecting it from long-range direct fire. To avoid rushing into a trap, hold along the surrounding ridgeline and monitor the area below for enemy activity. If it is heavily defended, position tanks along the ridge and fire down on enemy defenders while infantry move in for the capture. Gunship can help eliminate defenders too, but should stay to the north to prevent the AA turret from getting a clear shot.

Defend

When defending as the EU, expect most attacks to advance along the eastern dirt road, especially at the start of the battle. Position engineers along the eastern ridge to mine the road and fire rockets at the incoming PAC vehicles. Man the railgun and AA turret, too. But infantry alone won't last long. Reinforce this control point as soon as possible with an A8 Tiger tank and the UD-6 Talon. PAC defenders here should put their focus on the flag, as EU attacks could come from the west or south. Scatter mines or demo packs around the capture radius, and take cover along the eastern or western ridges.

Oil Station Assets

EU Control	PAC Control	16 Player	32 Player	64 Player
MH-15	UAZ-8	—	2	2
—	Type 32	—	1	2
Railgun	—	—	1	1
AA Turret	—	—	1	1



OUTPOST

Maps: 32 and 64 Player
Initial Control: PAC

Adjacent Bases/Control Points:

- Oil Station

The Outpost serves as the PAC base in the 32-player battle and is one of two PAC bases in the 64-player battle. The PAC team should consider defending this base with at least one player to safeguard the vehicles and the commander's assets from theft and sabotage. PAC pilots should return here frequently, using the two landing pads to repair and rearm their Type 4 Dragons.

Attack

Drop in by air or rush the Outpost with an FAV, staying along the north edge of the map to avoid detection. Since this base can't be captured, there are only a couple of reasons for EU troops to attack it. Theft operations are very useful here. Help tilt the odds in your team's favor by stealing a Type 32 Nekomata or Type 4 Dragon. While inside the facility, slap a few demo packs on the PAC commander's assets, starting with the orbital strikes. Detonate the explosives after making your escape to avoid PAC counterattacks.

Defend

Air raids are the most common attack on the Outpost. Fortunately, the western AA turret has an awesome view of the surrounding skies. If on defense here, don't move too far away from this turret. If ground attacks are a problem, hop in one of the Type 32s to blast any attackers. Don't mine the base's only entry point—your teammates have to exit here and they can't if you clog it with mines.

Outpost Assets

PAC Control	16 Player	32 Player	64 Player
UAZ-8	—	2	2
BTR-4	—	—	1
Type 32	—	2	2
Type 4	—	2	1
Orbital Strikes	—	2	—
UAV Unit	—	1	—
Radar Station	—	1	—
AA Turret	—	1	1



MILITARY BASE



In the 64-player battle, the Military Base is the PAC's second staging area for the assault on the canal. It is located to the southeast, and players spawning here are well positioned for a direct assault on the nearby Dry Lake control point. The base is equipped with one landing pad, allowing PAC pilots in the southern sector to repair and rearm their gunship.

	PAC Control	16 Player	32 Player	64 Player
UAZ-8	—	—	—	1
BTR-4	—	—	—	2
Type 32	—	—	—	2
Type 4	—	—	—	1
AA Turret	—	—	—	1



Attack

The Military Base can't be captured and contains no commander's assets. So vehicle theft is the only reason to venture into this base. Infiltrate from the air or rush in with an FAV. Hold out for a Type 32 Nekomata or Type 4 Doragon, even if it means hiding nearby and waiting for one to spawn. To avoid being spotted, consider using the recon kit's active camouflage when moving toward a vehicle. If stealing a Type 4, fly it to an EU-held landing pad at the Refugee Camp or Inner Bridge Lock and hand it over to a competent pilot and gunner.



Defend

As with the Outpost, most attacks on the Military Base come from the air. But all air threats can be shot down simply by manning the AA turret near the base's entry ramp. Recon troops spawning here can help out by taking to the rooftop west of the facility and sniping EU troops at the Dry Lake—at this distance they won't even hear the rifle's report. Engineers should take to the roof and target the Dry Lake's railgun with rockets, helping teammates advance across the desert during the initial attack.



In the 64-player battle, the PAC has no commander's assets. Therefore the PAC must rely on the three BTR-4 Romanov mortars for orbital strike support. Consider forming an APC squad, consisting of three drivers and at least one forward observer. Accurate and sustained fire from three mortars can blanket a control point, throwing shrapnel everywhere.



TITAN MODE

To attack the EU's Suez Canal position, the PAC relied on a Titan squadron to transport assets into the field of battle. Similarly, the EU employed their own Titan fleet to transfer divisions from other posts in northern Africa. While conflict raged on the ground, a secondary battle ensued in the skies as both sides attempted to thwart the airborne delivery of reinforcements.



Inner Bridge Lock



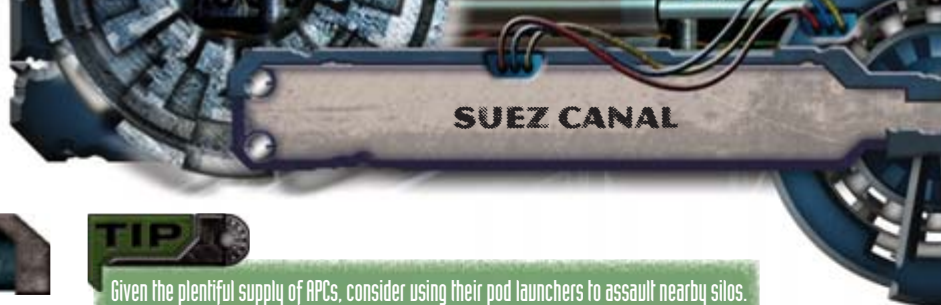
Military Base

EU Strategy

As usual, the EU team must coordinate its movements to quickly capture a majority of the silos at the onset. Use the UD-6 and UD-12 to rush troops to Silos 4 and 5 while teammates on the ground use the MK-15 to capture Silo 2. The EU commander should move the Titan to Silo 2 for defense while the rest of the ground units reinforce Silos 4 and 5. With three silos under EU control, make an effort to capture Silo 3 as well, assaulting from the air by transport or pods launched from the APCs at Silos 4 or 5. Once the PAC Titan's shields are down, get at least one squad on board for the assault. Continue holding at least three of the silos on the ground during the Titan assault. Watch the status of the EU Titan's shields, and prepare to fall back and defend if necessary.

PAC Strategy

Start by dropping troops at Silos 3 and 4 using the Type 4 and BTR-20 while a squad on the ground takes Silo 1 with the UAZ-8 spawned at the Military Base. Reinforce Silos 3 and 4 with infantry and the Type 32 Nekomata while the Titan covers Silo 1. Try to capture an additional silo by using the APC at Silo 1 to launch teammates onto Silo 5 in pods. Meanwhile, use the Type 4 Doragon to intercept EU traffic crossing the canal bridge to the west—focus on hunting down their A8 Tiger tank. Get a squad or two on the EU Titan as soon as its shields are down. But maintain a presence on the ground too, holding at least the three easternmost silos. If the assault on the EU Titan is not immediately successful, be prepared to shift ground forces to the PAC Titan for defense.



BASES & SILOS

INNER BRIDGE LOCK & EU TITAN

Adjacent Bases/Silos:

- Silo 2



Inner Bridge Lock/Titan Assets

EU Control	Unit Count
MH-15	1
AVM-2	1
A8	1
UD-6 (Titan)	1
UD-12 (Titan)	1
Orbital Strikes	1
UAV Unit	1
Radar Station	1
AA Turret	1

The EU forces and their Titan begin the battle at the Inner Bridge Lock. This is the only spot on the map that produces an A8 Tiger tank, so the EU should use and protect it in this battle largely dominated by FAVs and APCs. The base's landing pad is operational for

EU pilots in need of repairs and ammo. Air attacks on this base (or Silo 2) can be engaged with the AA turret located on the canal bridge's upper catwalk.

SILO 1

Adjacent Bases/Silos:

- Military Base
- Silo 3
- Silo 5



Silo 1 Assets

EU Control	PAC Control	Unit Count
MH-15	UAZ-8	1
AVM-2	BTR-4	1

Silo 1 is located at the Dry Lake, in the same southern location as the 64-player control point. The PAC team has the best chance of controlling this site, because of its proximity to the Military Base. Rush it with an FAV from the east or west traveling along the nearby dirt roads. For those looking to travel by pod, Silos 3 and 5 are well within range. Use this site's APC to launch pods to attack these adjacent silos or vice versa.



Given the plentiful supply of APCs, consider using their pod launchers to assault nearby silos. Adjacent silos are no more than 325 meters apart, putting them well within range of the pod launchers. Land your pod right next to the silo for a quick capture at undefended sites. But if enemies are in the area, they'll surely notice your arrival. If you see enemies on the ground before landing, try to drop near one of the site's vacant vehicles—or on the enemies themselves. An incoming pod can instantly kill infantry and FAVs.

SILO 2

Adjacent Bases/Silos:

- Inner Bridge Lock
- Silo 4
- Silo 5



Silo 2 Assets

EU Control	PAC Control	Unit Count
MH-15	UAZ-8	1
AVM-2	BTR-4	1

Located at the Outer Bridge Lock, Silo 2 is well within the EU's zone of control. The EU should consider using its Titan to help defend this site. It's easiest to rush this silo with an FAV, using the nearby dirt road connecting to the main road and Silo 4. However, watch for mines, demo packs, and other nasty surprises left along this narrow path. It's also possible to enter from the air, using an air transport or an APC pod launched from Silos 4 or 5.

SILO 3

Adjacent Bases/Silos:

- Silo 1
- Silo 4
- Silo 5
- Military Base



Silo 3 Assets

EU Control	PAC Control	Unit Count
MH-15	UAZ-8	1
AVM-2	BTR-4	1

Silo 3 is positioned on a slight hill east of the Trash Dump. The PAC team stands a good chance of controlling this site as it sits just west of the Military Base. It can be accessed via the main road running down the center of the map, making it an easy capture for troops in FAVs. But this small facility provides several hiding spots for defenders, including the open container north of the silo.

TIP

Use the pod launchers to reach the tall towers near Silos 3, 4, and 5. Both engineers and recon troops can use these elevated posts to fire down on opponents attempting to capture the nearby silos. These are ideal sniper perches, but victims will eventually catch on. So be prepared to move after scoring a few kills.



SILO 4

Adjacent Bases/Silos:

- Silo 2
- Silo 3
- Silo 5

Silo 4 Assets

EU Control	PAC Control	Unit Count
<u>MH-15</u>	<u>UAZ-8</u>	<u>1</u>
<u>AVM-2</u>	<u>BTR-4</u>	<u>1</u>



This is the northernmost silo, positioned among the five white storage tanks directly north of the Trash Dump. On the ground, enter the facility through the southern entrance, advancing along the dirt roads from Silo 2 or the Trash Dump. However, it's quicker to hit this site from the air in a transport or pod. The massive storage tanks and nearby open containers provide excellent concealment for defenders. Don't forget the tall tower to the south.



SILO 5

Adjacent Bases/Silos:

- Silos 1-4

Silo 5 Assets

EU Control	PAC Control	Unit Count
<u>MH-15</u>	<u>UAZ-8</u>	<u>1</u>
<u>AVM-2</u>	<u>BTR-4</u>	<u>1</u>



Tucked away in a shallow gully southwest of the Trash Dump, Silo 5 is one of the most overlooked sites on the map, despite its central location. When moving along the main road, drop off the southern edge of the bridge near the Trash Dump to reach this silo—or use one of the nearby dirt roads. It's easiest to hit this site from the air, dropping in from an air transport or pod. The silo sits at the map's center, so pod assaults can be conducted on or from all four surrounding silos. Take

this into account when defending, using the nearby crates or structure for cover.

MILITARY BASE

Adjacent Bases/Silos:

- Silo 1
- Silo 3

Military Base/Titan Assets

EU Control	Unit Count
<u>UAZ-8</u>	<u>1</u>
<u>BTR-4</u>	<u>1</u>
<u>Type 32</u>	<u>1</u>
<u>Type 4 (Titan)</u>	<u>1</u>
<u>BTR-20 (Titan)</u>	<u>1</u>
<u>Orbital Strikes</u>	<u>1</u>
<u>UAV Unit</u>	<u>1</u>
<u>Radar Station</u>	<u>1</u>



The Military Base from the 64-player battle makes a second appearance in Titan mode as the PAC base. Players spawning here (and on the Titan) have an easy time of snatching up Silos 1 and 3 early in the battle. Like the EU, the PAC only has one tank (Type 32) in this battle, and it's spawned here. The Military Base is also equipped with a landing pad, giving PAC pilots a second location to repair and rearm their aircraft.

MAP FEATURES

Know Your Role!

Commander: As the EU commander in the Conquest battles, keep your defending A8 Tiger tanks and L-5 Riesig battle walkers in top shape with frequent supply drops, particularly at the Outer Bridge Lock. When attacking or counterattacking, use radar scans and UAVs to locate defenders, dropping orbital strikes if necessary. In Titan mode, move your Titan to defend one silo while ordering your squads to capture and defend others. Stay on the Titan as an engineer and man the turrets—or repair them if they take damage.

Squad Leader: In the Conquest battles, bring along a spawn beacon, deploying it near the Outer Bridge Lock or the EU starting position to maintain a presence or apply pressure to these vital areas. Spawn beacons are also important during Titan assaults. Always inform your squad of where these beacons are placed to ensure they're used.

Recon: Booby-trap flags or silos with demo packs when defending. Set up near the canal bridge and snipe enemies funneling into this choke point between the Inner and Outer Bridge Locks.

Assault: Be ready with the med kit and a defibrillator around high-traffic areas like the Outer Bridge Lock, or the EU front-line positions to the east. During Titan assault and defense, equip the shotgun upgrade for close-quarter firefights.

Engineer: Continually slam enemy tanks with rockets and scatter mines around flags, silos, or the canal bridge. Pilot tanks and battle walkers, staying near other engineer drivers to share repairs.

Support: Supply engineers with fresh rockets at front-line positions like the Oil Station and Dry Lake. Deploy sentry guns in the corridors or reactor core entry points when defending your Titan.

KEY CHOKES POINTS

Main Road



Pilots have an easy time strafing vehicles moving along the main road. Stick to the perimeter dirt roads to avoid becoming prey.

The paved main road cuts across the center of the map, running east and west. This is the major thoroughfare in all battle variations, with control points and silos scattered along its northern and southern flanks. Pilots and engineers can score a wealth of kills by simply camping this road and nailing enemy vehicles with missiles, rockets, and

mines. When driving a vehicle, avoid this road, using instead the numerous dirt roads to the north and south. These perimeter roads are bumpy and far less direct, but they're also much safer. Attacking along these roads may also allow you to get the jump on defenders expecting traffic from the main road.

Canal Bridge

When the Inner Bridge Lock is held by the EU and the Outer Bridge Lock is held by the PAC, this bridge and the canal below see the heaviest traffic. As the defender, the EU can simply hold back and lock down the Inner Bridge Lock, focusing its fire on the bridge and canal using tanks and battle walkers. If this deadly zone must be crossed, it's best to flank it from the air by dropping troops on the opposite side of the canal. If no air units are available, infantry stand the best chance of crossing undetected by moving along the catwalk beneath the bridge—this catwalk is also a good defensive position for engineers and recon troops covering the canal below. All vehicle traffic should move through the canal, north of the bridge. The canal isn't an ideal crossing, but it provides more room for evasive maneuvers than the bridge.



The flaming wrecks on the bridge constrict this choke point even more. Place mines and focus fire at these narrow passages.

LOGISTICAL CONSIDERATIONS

In the Conquest Assault battles, supplies are a necessity for the EU defenders at the lightly reinforced front-line positions. While engineers are needed to knock out the PAC tanks at the front-line positions, they'll need ammo from support troops and med kits from assault troops to stay in the fight. Since the EU tanks are outnumbered, it's up to the commander and the engineer drivers to keep the A8 Tigers repaired and near the front lines. As the battle nears the canal, both teams should try to gain an advantage by using supply drops to keep their vehicles healthy. Parking next to a supply crate can make all the difference when dueling enemy units across the canal.



During lulls in the fight, look around and help repair friendly vehicles, prioritizing tanks and battle walkers.

Air units also are important in this area, but they should retreat to a landing pad if they take damage. Landing pads are located along the western and eastern map edges at the Refugee Camp, Inner Bridge Lock, Outpost, and Military Base.

SUEZ CANAL TESTER TIPS

III CONQUEST/TITAN STRATEGY

EU: Prevent PAC forces from crossing the dry Suez Canal and reaching the African continent.

PAC: Assault the defending EU forces and overrun them on the way toward Africa.

III KEY CONTROL POINTS/SILOS

Refugee Camp

FEATURES: The flag is well hidden behind high walls and fences, but a section of wall has been blown up, so it is possible for attackers to charge from two directions.

ATTACK: If the small bridge over the narrow channel is too hard to use as a route to the camp, use the channel instead and enter the camp from the hole in the guard wall.

DEFEND: Hold off enemies by controlling the small bridge. Make sure no enemies try to use the back door to enter the camp by going down the channel and through the hole in the guard wall.

Inner Bridge Lock

FEATURES: This control point has many good defending positions for keeping enemies off the bridges, but the west shore along the dry canal can be assaulted from multiple directions. Enemies can drive on the riverbed, and infantry can move on top of and beneath the bridge.

ATTACK: If the bridges are too difficult to charge over, use the riverbed or the alternate infantry levels of the bridge. The small bridge has no alternate walkways for infantry, but there is a passage through the channel just north of the bridge.

DEFEND: Don't get caught focusing solely on the bridges. There are more entrances to the control point than the most obvious ones. Keep an eye out for infantry on the canal bridge walkways and down in the western channel.

Outer Bridge Lock

FEATURES: This control point has many good defending positions for holding enemies off the nearby bridge, but the east bank along the dry canal can be assaulted from multiple directions. Enemies can drive across the riverbed and infantry can run both on top of and underneath the bridge. Trenches buried in the sand to the east of the flag area can be used as cover by both defenders and attackers.

ATTACK: If the bridge is too difficult to charge over, use the riverbed or the walkways of the bridge to get into the area. If infantry can make it to the trenches, they have a better chance of surviving than if they run around in the open desert.

DEFEND: Don't get preoccupied with covering the bridge. Beware of enemies getting into the trenches; keep a watchful eye to the east if the enemy is still present in the desert.

Trash Dump

FEATURES: A maze with buildings, fences, and junk makes this control point a perfect hideout for infantry but a nightmare for vehicles.

ATTACK: This base control point can be assaulted from almost any direction. The best cover for infantry is the passage under the highway, but it can be tricky to advance up this slope if the path is guarded.

DEFEND: The control point can be attacked from many directions, so observe the surrounding desert from the perimeter. It's easier to spot vehicles and infantry in the desert from the perimeter than it is from within the Trash Dump.

Dry Lake

FEATURES: A small outpost placed on the floor of a dry lake south of the highway. Palm trees give some cover in this otherwise unprotected control point.

ATTACK: To get an advantage, charge the flag/silo from the highway. This puts you in a higher position, shooting down into the facility.

DEFEND: Defend this control point from all directions. Move some troops to the north building complex, next to the highway, to spot attacking forces early instead of getting first contact on the slope leading toward the flag/silo.

Oil Station

FEATURES: The Oil Station is in a small valley along the northern pipeline. A low mountain ridge to the east can be used for cover by both attackers and defenders.

ATTACK: As you attack this control point, watch for infantry defenders positioned along the hills flanking the dirt road.

DEFEND: Use the hills to the east to spot enemies early. This gives you an advantage, especially when you lack heavy firepower.

Oil Depot (Titan Only)

FEATURES: This silo can be attacked from only two directions, making it a bit easier to defend. However, the location is remote, so defending forces may not get requested support quickly.

ATTACK: Attack from the south or from the east. It's best to attack from both directions at the same time to spread out enemy resistance on two flanks. Holes in the wire fence make it possible for infantry to sneak into the facility from directions other than along the two roads.

DEFEND: Scout the dunes south of the base and the valley to the east for incoming enemy forces. Use the big storage silos for cover as you try to take out enemies who have breached your defense.

TUNIS HARBOR

In an attempt to stop the flow of EU reinforcements to the Suez Canal, the PAC launched a series of raids against key transportation hubs. The most vital of these targets was Tunis Harbor. Fog in the Strait of Sicily, allowed the PAC to land its 8th Command Regiment almost on top of the harbor defenses. This strategy enabled them to pin the EU forces in the harbor with the Mediterranean at their backs. The Valkyrie Brigade formed the backbone of the EU's defense with their company of L-5 Reisig battle walkers.

CONQUEST: 16 PLAYER

White - Convertible
Blue - EU Control Only
Yellow - PAC Control Only

OUTER DOCKS

FAV (1)
Battle Walker (1)
Orbital Strikes (2)
UAV Unit (1)
Radar Station (1)
Railgun (1)

BRIDGE

Railgun (1)

LIVING QUARTERS

FAV (1)
Battle Walker (1)
Orbital Strikes (2)
UAV Unit (1)
Radar Station (1)

DOCKS OFFICE

Railgun (1)

Game Type: Conquest Double
Assault
Total Control Points: 4
Convertible Control Points: 4



Outer Docks



Living Quarters

EU Strategy

Remember, the Living Quarters can be captured, so make sure at least one teammate stays behind and defends

it while the rest of the team moves out. Load up the MK-15 Bandit and send it to capture and reinforce the Bridge. Meanwhile, use the L-5 Riesig to hit the Outer Docks, advancing across the shallow waters of the harbor. If this bold move works, you'll have three control points, securing a drain on the PAC ticket count. More importantly, you'll prevent the PAC team from spawning any vehicles. From these positions, pound the remaining PAC forces at the Docks Office, or simply defend the Outer Docks and Bridge until they have no more tickets.

PAC Strategy

The PAC team should follow the same general game plan, defending their vehicle spawns at the Outer Docks

while going after the EU's at the Living Quarters. Use the UAZ-8 to capture the Docks Office while the T-39 attacks the Living Quarters through the harbor passage. If this doesn't work, fall back and stiffen defenses at the Outer Docks and Docks Office. You need to hold at least two control points to prevent your ticket count from being bled. Wait until a new T-39 spawns at the Outer Docks before staging a new assault. The battle walker is more than capable of assaulting a control point on its own, so keep it on offense while the rest of the team defends.

CONQUEST: 32 PLAYER



Main Office



Inner Docks

EU Strategy

Bleed the PAC ticket count by capturing two control points. Load up all three MK-15 Bandits, sending two to the Power Station and one to the Junkyard. Reinforce the Power Station with the L-5 Riesig and at least one squad of infantry. Defend both control points with mines, demo packs, and sentry guns. Holding the Junkyard and Power Station imposes a drain on the PAC ticket count. As long as your team holds these two control points, don't assault the Eastern Docks and Main Office. It's better to dig in and make the PAC grind against your reinforced positions. If one of the control points falls, stage an immediate counterattack, leading the way with the battle walker. Don't advance beyond the Power Station until you have at least a 100-ticket advantage over the PAC team.

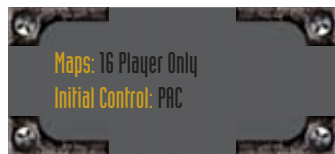
PAC Strategy

No decisive victories can be won in this head-on battle, so focus on whittling away the EU ticket count by holding at least two more control points. Start by capturing the Eastern Docks with one UAZ-8 while the rest of the FAVs and the T-39 Bogatyr rush toward the Power Station. Dig in at both control points while the EU tickets slowly bleed away. Don't go after the Junkyard, it's too difficult to defend. Instead, let the EU infantry spawn there and walk into your line of fire at the Power Station. Remember to defend the Eastern Docks—it can easily be rushed by the EU battle walker advancing along the harbor. While most of the team defends, send a small squad of recon troops into the Outer Docks (via the catwalk system) to knock out the EU commander's assets. It is easier for your team members to defend without EU orbital strikes dropping on their heads.

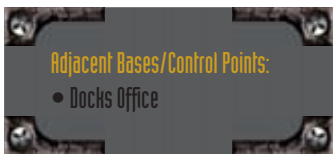


BASES & CONTROL POINTS

OUTER DOCKS



Maps: 16 Player Only
Initial Control: PAC



Adjacent Bases/Control Points:
• Docks Office

In 16-player battles, the PAC team starts out on this northwestern corner of the Harbor facility. This control point provides the PAC forces with all their vehicles, so it's important that they take steps to hold it. Remember, in double assault maps, every control point is up for grabs. The Outer Harbor won't spawn any vehicles for the EU team, but simply knocking out the PAC's battle walker spawn point is incentive for frequent capture attempts.

Attack

Always rush the Outer Harbor with a vehicle to avoid falling victim to snipers and other defenders. The street to the south is the most obvious entry point and is useful when advancing from the Bridge or Docks Office. But, it's best to hit this control point from the east, using a battle walker or FAV to race through the shallow water and climb the ramp on the eastern side of the dock. If no vehicles are available, approach on foot from the south and infiltrate the control point using one of the two catwalks. There's virtually no cover around the flag's base, so keep moving and jumping while in the capture radius to frustrate any snipers.

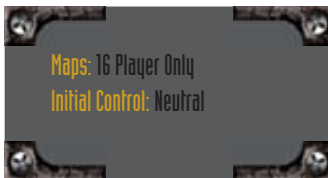
Defend

Start off by mining the southern street and eastern ramp, leaving space for your own vehicles to exit. The catwalks are less problematic and can be covered by recon troops with sniper rifles. When sniping, choose an elevated position with a good view of the flag as well as the southern and eastern approaches. The catwalks circling the huge fuel tanks on the northern edge of the dock are ideal sniper perches, as is the crane to the east. If available, drop a few demo packs around the flag's base for insurance.

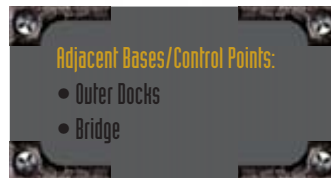
Outer Docks Assets				
EU Control	PAC Control	16 Player	32 Player	
—	UAZ-8	1	—	
—	T-39	1	—	
—	Orbital Strikes	2	—	
—	UAV Unit	1	—	
—	Radar Station	1	—	
Railgun	Railgun	2	—	



DOCKS OFFICE



Maps: 16 Player Only
Initial Control: Neutral



Adjacent Bases/Control Points:
• Outer Docks
• Bridge

Located south of the Outer Docks, the Docks Office is likely to fall under PAC control early in the battle. The PAC team should try to hold this control point, using it as a buffer. Otherwise, the EU team will gain a spawn point within easy striking distance of the Outer Docks, putting them one step closer to shutting down the PAC's vehicle spawns.

Attack

It's best to infiltrate this control point on foot, as the narrow northern and eastern entry points are covered with mines. When moving in on foot, go for the office's rooftop. This can be accessed via the steps on the eastern side (stay on the northern side of the wall) or the ladders on the western side. Once on the roof, always watch for defenders in the railgun or on the crane to the south. Move to the southern edge of the roof to enter the flag's capture radius. If on the ground, hide inside the open container to the south until the flag is converted.

Defend

All vehicles approaching this flag must enter through northern or eastern entry points via the nearby street. Load these narrow choke points with mines or demo packs, while engineers cover from a distance. The railgun on the office's roof can cover the street to the east, engaging attackers approaching from the Bridge, but cannot cover the area around the flag or the street to the north. Therefore, rely on demo packs or snipers to cover the flag. The crane to the south is an ideal overlook position with an excellent view of the entire capture radius.

Docks Office Assets				
EU Control	PAC Control	16 Player	32 Player	
Railgun	Railgun	1	—	



BRIDGE

Maps: 16 Player Only
Initial Control: Neutral

Adjacent Bases/Control Points:

- Docks Office
- Living Quarters

The Bridge is a critical choke point along the main street. Whichever team holds this flag stands a good chance of controlling the east/west flow of vehicle traffic. While the shallow harbor to the north is another east/west thoroughfare, it has considerably less traffic.

Attack

There's no sneaky way to assault this control point. If it's well defended, use a battle walker or orbital strikes to soften up the surrounding area before moving in for the capture. Since the flag is positioned just south of the main street, quick attacks with FAVs are effective, too. If you're stuck on foot, avoid the street and attack through the breached wall to the south. Duck behind the nearby crates or pipes while converting the flag.

Defend

Since vehicle attacks are probable, scatter a few mines across the street. The railgun on the northern side of the street can rotate to cover both eastern and western approaches. Stay clear of the carnage surrounding the flag by falling back to the surrounding areas. Watch the flag from elevated positions along the catwalks to the north or from the crane to the east. Use engineer or recon kits to blast vehicles and snipe infantry.

Bridge Assets

EU Control	PAC Control	16 Player	32 Player
Railgun	Railgun	1	—



LIVING QUARTERS

Maps: 16 Player Only
Initial Control: EU

Adjacent Bases/Control Points:

- Bridge

This is the EU's starting position and home to their valuable vehicle spawns. Like the Outer Docks, the Living Quarters can be captured. It's up to EU defenders to hold this control point to secure their vehicle spawns and commander assets. Losing any of these assets would be disastrous.

Attack

When possible, rush the Living Quarters with a vehicle from the west, via the shallow harbor. This is the most direct path into the grounds and the best way to avoid the chaos near the Bridge. If you're on foot, flank the flag from the south, using buildings and obstacles for cover. Avoid a direct western approach as there's little cover, making you easy prey for snipers and other defenders. At the flag, take cover between the two storage containers to the north, staying within the capture radius.

Defend

The western approaches are too broad to cover with mines, so focus most of your efforts around the flag itself. Drop some demo packs and mines within the capture radius and fall back to one of the surrounding rooftops. The building to the south provides the best overlook position, offering an unobstructed view of the flag. From here you can rain down rocket and sniper fire on the attackers to the north. If the Bridge is held by the enemy, however, keep watch to the west as well, for flank attacks.

Living Quarters Assets

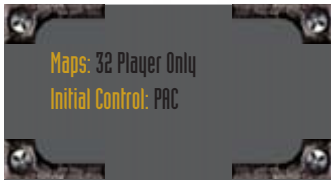
EU Control	PAC Control	16 Player	32 Player
MN-15	—	1	—
L-5	—	1	—
Orbital Strikes	—	2	—
UAV Unit	—	1	—
Radar Station	—	1	—



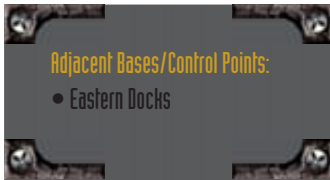
NOTE

The 16- and 32-player battles cover completely different areas of the map, each with a unique set of control points. In the 16-player battle, players fight for control of the northern half of the harbor facility. The fight continues over the southern half of the facility during the 32-player battle.

MAIN OFFICE



Maps: 32 Player Only
Initial Control: PAC



Adjacent Bases/Control Points:
• Eastern Docks

The Main Office is the PAC base in 32-player battles. Since this is a head-on match, the base cannot be captured by the EU team. Still, the PAC team may want to leave some defenders behind to watch the vehicle spawns and commander assets. This base has two spawn points. The northern point spawns players near most of the vehicles and commander assets. A lone UAZ-8 is located near the southern spawn point, though this spot is best used by infantry moving out against the Eastern Docks.

Attack

The quickest way into the Main Office facility is by vehicle via the southern street.

Use an FAV to rush in, then unload and conduct sabotage or steal vehicles. This facility can also be infiltrated via the harbor ramp, southwest of the flag. Both battle walkers and infantry can traverse the deep water here. If moving in on foot, it's best to use the catwalk system to the south. This large system spans the entire map and can be accessed near most control points. To avoid being spotted, consider using the recon kit's active camouflage.

Defend

No matter how enemies attack, they always approach from the south. Vehicle rushes are the most common and can be defeated by mining the narrow railroad crossing just south of the Main Office's flag. This crossing can also be covered by the nearby railgun. The southern railgun (on the rooftop) has a great view of the road as it bends west. Use it to engage vehicles advancing along the road near the Eastern Docks. Back at the Main Office, take to the roof and snipe infantry attempting to steal vehicles or destroy the commander's assets. The crane to the west is also an ideal sniper perch.

Main Office Assets

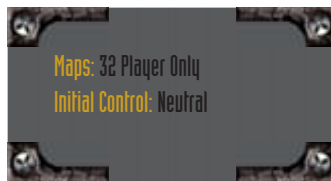
PAC Control	16 Player	32 Player
UAZ-8	—	3
T-39	—	1
Orbital Strikes	—	2
URV Unit	—	1
Radar Station	—	1
Railgun	—	2



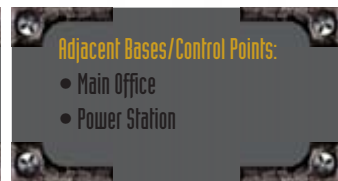
Battle walkers can advance through the harbor's deep water. This watery path is useful when attacking the Eastern Docks or the two bases. Only these three areas offer ramps or terrain that allow the battle walker to step out of the harbor. Take this northern route when you want to avoid the intense fighting in the map's center. Just be careful not to step out of bounds. If you're spotted, the deep water protects the battle walker's vulnerable knee joints—rockets and other explosive projectiles cannot penetrate the water's surface. However, mines and demo packs lying on the harbor's floor (or exit points) can still inflict serious damage.



EASTERN DOCKS



Maps: 32 Player Only
Initial Control: Neutral



Adjacent Bases/Control Points:
• Main Office
• Power Station

Located southwest of the Main Office, the Eastern Docks are well within the PAC's sphere of influence. Even if captured by the EU, the PAC team can exert heavy pressure on this site because of its close proximity to their base. EU defenders should consider this before deciding to make a stand here. Depending on the ticket count status, the costs may outweigh the benefits.

Attack

The Eastern Docks is the only control point in the 32-player battle that can't be converted by vehicles. Infantry must infiltrate the grounds on foot, either from the road or through breaches in the fence to the east and west. You can convert the flag while hiding inside one of the two stacked open containers to the north. Part of the western container also sits within the flag's capture radius. Always hide in one of these spots to avoid getting picked off by snipers or other defenders.

Defend

While infantry must capture the control point on foot, attackers usually arrive in vehicles. The railgun and a few mines can deter most traffic along the street. Don't forget the harbor ramps on the eastern and western sides of the control point—battle

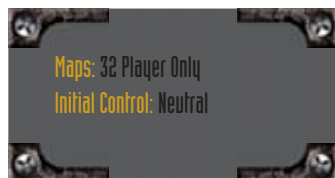
Eastern Docks Assets

EU Control	PAC Control	16 Player	32 Player
Railgun	Railgun	—	1

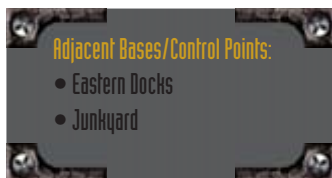


walkers and infantry may attack from these directions. Demo packs are the most effective means of killing enemies around the flag. Place one in all three containers as well as around the flag's base. Once all booby traps are placed, back off from the flag and cover it from the catwalk to the south.

POWER STATION



Maps: 32 Player Only
Initial Control: Neutral



Adjacent Bases/Control Points:
• Eastern Docks
• Junkyard

As the central control point, the Power Station sees plenty of action. Expect it to change

hands frequently during the course of the battle.

The flag is flanked by two white storage tanks and can be converted by vehicles or infantry encroaching from the roads to the north and south. Attackers and defenders alike should prepare themselves to deal with enemy vehicles at this control point.

Attack

Whenever possible, grab an FAV and rush the Power Station via the dirt road on its southern side. This unpaved road is accessible from either base, offering a direct avenue of attack. This path is also less likely to be defended by infantry and battle walkers. The flag can be converted from the southern dirt road, but unless you're in a battle walker, it's best to vacate your vehicle and take cover beneath one of the storage tanks. If you're forced to assault this control point on foot, hit it from the east or west, using the nearby buildings and debris for cover. Always watch for snipers on the crane and southern building before rushing the flag.

Defend

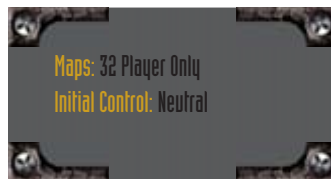
Always defend the Power Station from a distance, as it is often rushed by vehicles or pounded by orbital strikes. But before retreating to safer ground, scatter mines and demo packs along the roads and around the flag. Cover the flag from the crane to the north or the rooftop to the south. Both of these elevated positions offer a great view of the flag's capture radius. But, you may need even more firepower to hold this hotly contested site. Consider using your team's battle walker to hold this position, especially if your team is imposing a ticket drain on the enemy.

Power Station Assets

EU Control	PAC Control	16 Player	32 Player
Railgun	Railgun	—	1



JUNKYARD



Maps: 32 Player Only
Initial Control: Neutral



Adjacent Bases/Control Points:
• Power Station
• Inner Docks

Because of its close proximity to the Inner Docks, the Junkyard is likely to fall under EU control early in the battle. Just as the PAC team has an easy time of holding the Eastern Docks, expect the EU team to exert control over this site for most of the battle. The Junkyard's flag is enclosed by walls, buildings, and a string of railcars to the east, helping lock out vehicle capture attempts.

Attack

FAVs can't reach the flag at the Junkyard, requiring passengers to disembark and assault on foot. The battle walker can enter the Junkyard grounds by climbing over the flatbed railcar to the east. This isn't advisable, as there's little room to maneuver and the battle walker is left vulnerable to ambush and point-blank assaults. Instead, enter on foot through one of the many surrounding breach points. While converting the flag, take cover near the white storage tank or the damaged container to the south. The flag can also be converted from the catwalk. Recon troops with active camouflage can frustrate defenders by lying on the catwalk and contesting the flag.

Defend

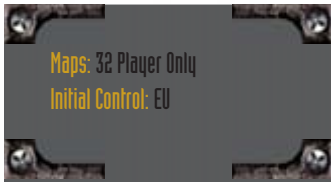
Expect attackers to advance on the Junkyard from one of the roads flanking the site to the east and west. Use the railgun to the east to engage traffic along the paved road or to blindside battle walkers advancing along the nearby harbor ramp. The porous barriers surrounding the Junkyard make it impossible to predict the exact infiltration point, so focus on covering the flag's capture radius. Demo packs, anti-personnel mines, and sentry guns are effective on the ground as well as on the catwalk. The stacked containers north of the flag provide a good overlook position for snipers and support troops. Drop down on these containers from the catwalk. Given the cover afforded by the Junkyard, be prepared for close-quarter firefights. Patrolling defenders armed with shotguns are very effective.

Junkyard Assets

EU Control	PAC Control	16 Player	32 Player
Railgun	Railgun	—	1



INNER DOCKS



In terms of assets, the Inner Docks is the mirror image of the PAC's base at the Main Office, producing three FAVs and one battle walker. Therefore, it's just as important that the EU team take steps to defend these vehicle spawns from PAC sabotage or theft. The Inner Docks also features two spawn points, the western one placing players near the bulk of the vehicles. The eastern spawn point drops players near a MK-15, putting them within a few meters of the Junkyard. Given the head start, though, it's best if this MK-15 is used to rush the more distant Power Station.

Attack

The quickest (and most obvious) path into the Inner Docks is along the paved road, rushing the parked EU vehicles and commander assets with an FAV. But such attempts are likely to draw attention, often ending in a losing firefight. It's better to advance on foot from the south. By sneaking along the buildings to the south, you can easily infiltrate the base and covertly plant explosives. Creeping along the southern perimeter is also the best way to sneak up on the L-5 Riesig's spawn point to the far west.

Defend

The majority of attacks on the Inner Docks advance along the paved road entering from the east. Both railguns are pre-positioned to engage such threats. Reinforce this path with some mines, leaving space for your own vehicles to escape. Infantry attacks from the south are much harder to stop, even if the Junkyard is held by your team. Deploy sentry guns along the southern edge of the dock, facing east. At the very least, their rapid fire will alert defenders of an enemy presence. Or, grab a recon kit with a sniper rifle and set up in the southern crane. From the crane, you can cover the southern side of the dock, the catwalk system, and the western side of the Junkyard.

Inner Docks Assets

EU Control	16 Player	32 Player
MK-15	—	3
L-5	—	1
Orbital Strikes	—	2
UAV Unit	—	1
Radar Station	—	1
Railgun	—	2



MAP FEATURES

Know Your Role!

Commander: When your team has secured a drain on the enemy's ticket count, order all squads to defend, especially on the 32-player head-on map. Your team gains nothing by attacking unnecessary bases or control points. Focus orbital strikes on congested areas like the Bridge or Power Station. Also, track down the enemy battle walker and hit it with orbital strikes to temporarily disable it. Knock it out.

Squad Leader: Constantly analyze the battle situation and order your squad to defend once your team holds the majority of control points. Once on defense, tell your squad where to set up their mines, demo packs, or sentry guns. Deploy a spawn beacon near your defensive position to maintain a presence in the event that the nearby flag is neutralized or captured.

Recon: All of the control points are surrounded by accessible elevated positions, providing plenty of offensive and defensive sniping opportunities. In the 32-player map, use active camouflage to infiltrate the enemy's base via the catwalk system. Also bring along some demo packs to knock out the enemy commander's assets.

Assault: Assault rifles are a must when attacking cramped control points like the Junkyard—the shotgun upgrade is great too! On defense, be ready with first aid and a defibrillator. If available, choose the rocket upgrade and use its air burst capability to take out enemies camped around flags.

Engineer: Rockets and mines are essential in stopping the enemy team's battle walker. Deploy EMP mines at areas like the Bridge and Power Station, then hide nearby. Wait until the enemy walker is disabled, then pop out and nail its knee joints with rockets or anti-vehicle rounds.

Support: Before attacking control points, use the pulse meter to scan cranes and rooftops for enemy defenders, then suppress them with your machine gun until your squad can maneuver and score the kill. When defending, always drop an ammo pack to keep teammates well stocked, particularly at common front-line positions like the Bridge and Power Station.

KEY CHOKE POINTS

Bridge Road (16 Player)

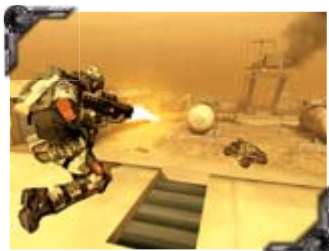
In the 16-player battle, the road running past the Bridge control point is always a high-traffic area. Encourage your team to take this control point, then lock it down with mines or demo packs. As long as your team holds the Bridge, you can expect attacks along this road, ensuring that your booby traps won't go to waste. If trying to avoid this choke point, advance along the shallow harbor inlet to the north. This soggy path connects the Living Quarters and Outer Docks and can be traversed by vehicles and infantry.

Power Station Roads (32 Player)

Like the Bridge, the Power Station is another central control point likely to see heavy action. The paved road to the north and the dirt road to the south are the main east/west thoroughfares, offering quick vehicle access to every control point. Both roads converge at the Power Station, providing a unique opportunity to control the flow of vehicle traffic across the map. Use mines and demo packs, or simply park a battle walker nearby to observe both roads. Battle walkers can avoid this chaotic area by moving along the harbor to the north. Advancing infantry should also bypass this area using the catwalk system.

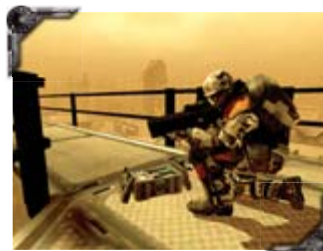


Cover the Bridge from the catwalks to the north, suppressing incoming vehicles with rockets and demo packs.



The roads flanking the Power Station are frequented by FAVs. Ambush them from the surrounding rooftops, targeting their wheels.

LOGISTICAL CONSIDERATIONS



When defending, don't forget to keep supplies in elevated positions like the catwalk system.

While the 16-player double assault battle can be won outright by capturing all the control points, the 32-player head-on battle is more defense-oriented, because both teams try to hold a majority of control points. During these larger battles of attrition, your teammates must have a constant stream of supplies.

Since your team only needs to hold two control points to bleed the enemy ticket count, the commander can easily provide support with frequent supply drops. But, squads defending these control points should scatter around first-aid and ammo packs. Consider using an FAV driven by an engineer to conduct repairs on the team's battle walker. It's important to keep these death machines on the front lines at all times.



TUNIS HARBOR TESTER TIPS

STRATEGY

EU: Push the PAC forces back into the water, preventing them from taking over the harbor.

PAC: Destroy the defending EU forces to secure the harbor for upcoming assaults on the continent.

KEY CONTROL POINTS

Outer Docks

FEATURES: Surrounded with water on three sides, this control point can be attacked only by vehicles from the east. But this can be done from the main road coming from the southeast or from the dry seabed to the east.

ATTACK: The seabed, the main road, and the catwalk are the three entry points to this facility. Defenders tend to forget the other two if you distract them at the main road with vehicles. Use infantry running on the catwalk over the dock south of the base to get behind enemy lines.

DEFEND: Even if the control point is pretty isolated, it's hard to defend this facility. Enemies can cut you off from the rest of your team by blocking the main road with a battle walker. Defend the main road so the enemy meets resistance before the control point. Don't forget to watch the dry seabed and the catwalks.

Docks Office

FEATURES: The flag is placed on the south side, not on the straight route between the Outer Docks and the Bridge, so it's a bit tricky to take with vehicles.

ATTACK: Make sure you clear the roof of the office building before starting the capture, or you may get a surprise visit from above. Some empty containers provide cover for defending infantry—clear these hideouts to avoid ambushes.

DEFEND: For infantry, this control point can be tricky to defend against vehicles. Use rooftops and objects on the ground for cover. Fool your enemies into a false sense of security, then take them out.

Bridge

FEATURES: Catwalks, a train, and the silo buildings offer cover for both attacking and defending infantry. But the low obstacles near the flag make it hard for infantry to hide from battle walkers.

ATTACK: Rush along the catwalks from the west to attack from an elevated position. From the east, use the silo buildings for cover or swim to avoid being detected.

DEFEND: Use the surrounding objects for cover. The low objects closest to the flag are not perfect places to hide if enemies attack with a battle walker.

Living Quarters

FEATURES: Just east of the preserved forest, these buildings used to be populated by employees working at the harbor. Now the EU forces use the area as their headquarters in an attempt to hold the PAC forces off the African coastline.

ATTACK: Infantry should use the forest for cover when attacking. If attacking from the pier, hide behind, in, or on top of the large warehouse. Or swim in from the south.

DEFEND: To prevent surprise attacks from the forest or the warehouse, extend the defensive lines to these areas. Stop attackers before they reach cover, where they can then assault the control point.

Eastern Docks

FEATURES: This control point is almost hidden in a group of containers arranged in such way that it is impossible for vehicles to capture it. Many of the containers are empty, so it is really hard for attacking forces to know if any defenders are left in the flag area.

ATTACK: Only infantry can take this flag, and vehicles can support them only with fire from the main road. The catwalk system gives attackers a good view into the flag area. The containers are surrounded by a wire fence, making it possible for supporting soldiers to pin down defenders as the assault begins.

DEFEND: There are many options for the defenders around this control point. The containers provide excellent hiding spots. Cover the flag from within the small maze of containers or from the catwalk, using the shadows of the nearby warehouse for concealment.

Power Station

FEATURES: The open surroundings make this control point popular with battle walkers. Soldiers have to sprint between cover spots or they will be shot. The catwalk system isn't nearby, but it's still within sniper range.

ATTACK: Use the large warehouses for cover as you approach this flag. Vehicles can use both the main road and the small dirt roads to reach this location, giving FAVs an alternate route if one is blocked by an enemy battle walker.

DEFEND: This flag is difficult to defend at close range. Instead, use the surrounding rooftops for cover and concealment.

Junkyard

FEATURES: The fence around the Junkyard prevents vehicles from approaching the flag. There are catwalks above the entire area and a long train on the eastern flank, providing cover for infantry.

ATTACK: Watch out for hiding enemies as you approach this flag. There are many shadowy areas, perfect for hiding defenders. The yard is encircled by fences, buildings, containers, and a train, but there are multiple entry points for infantry. Use a battle walker as support while soldiers rush the flag.

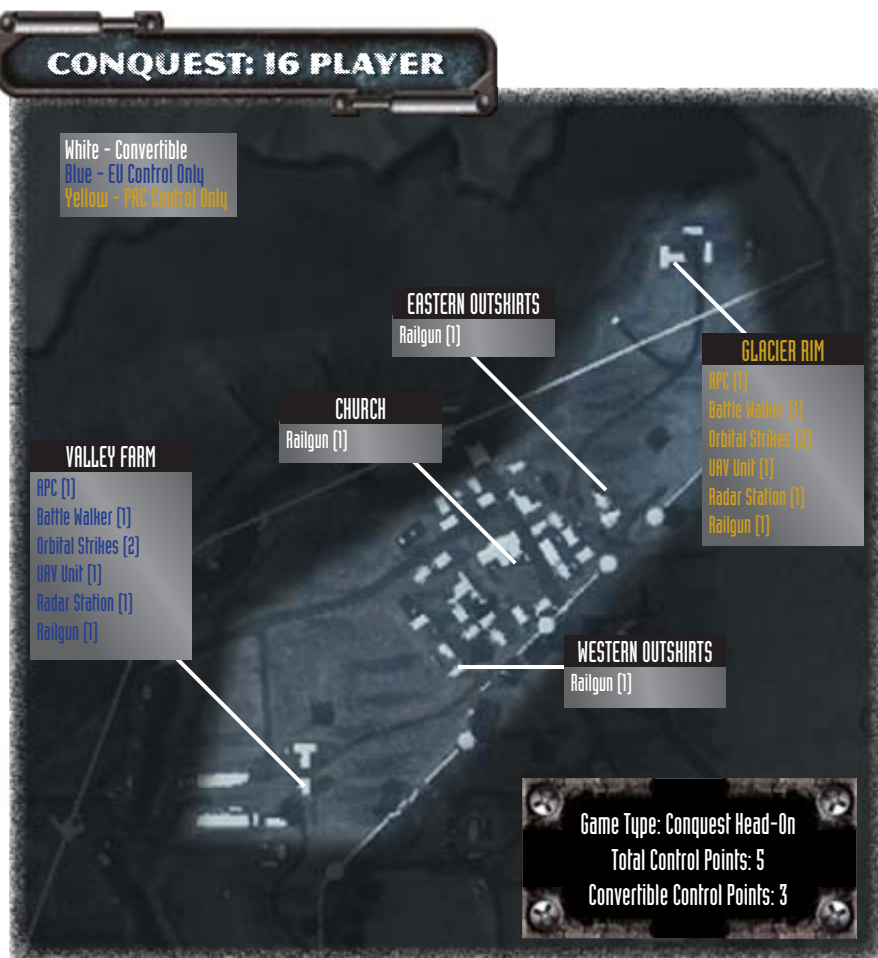
DEFEND: Most vehicles can't reach the flag and can only assist defending soldiers. There are many good hiding spots on the ground, along the containers, and on the catwalk, giving defenders multiple cover points.

VERDUN

By the end of 2140, the PAC occupied much of Europe but had yet to gain control of the Mediterranean. Northern France represented a key strategic passage, but it was a narrow one, given the wall of ice that had advanced all the way to the 49th parallel. The PAC sped into Lorraine to find a small but resilient EU company holding a section of the Maginot Wall in Verdun. The A8 Tiger main battle tank more than held its own against the newer Type 32 Nekomata hover tank, allowing the EU to hold the positions for almost a month.

CONQUEST: 16 PLAYER

White - Convertible
Blue - EU Control Only
Yellow - PAC Control Only



Valley Farm



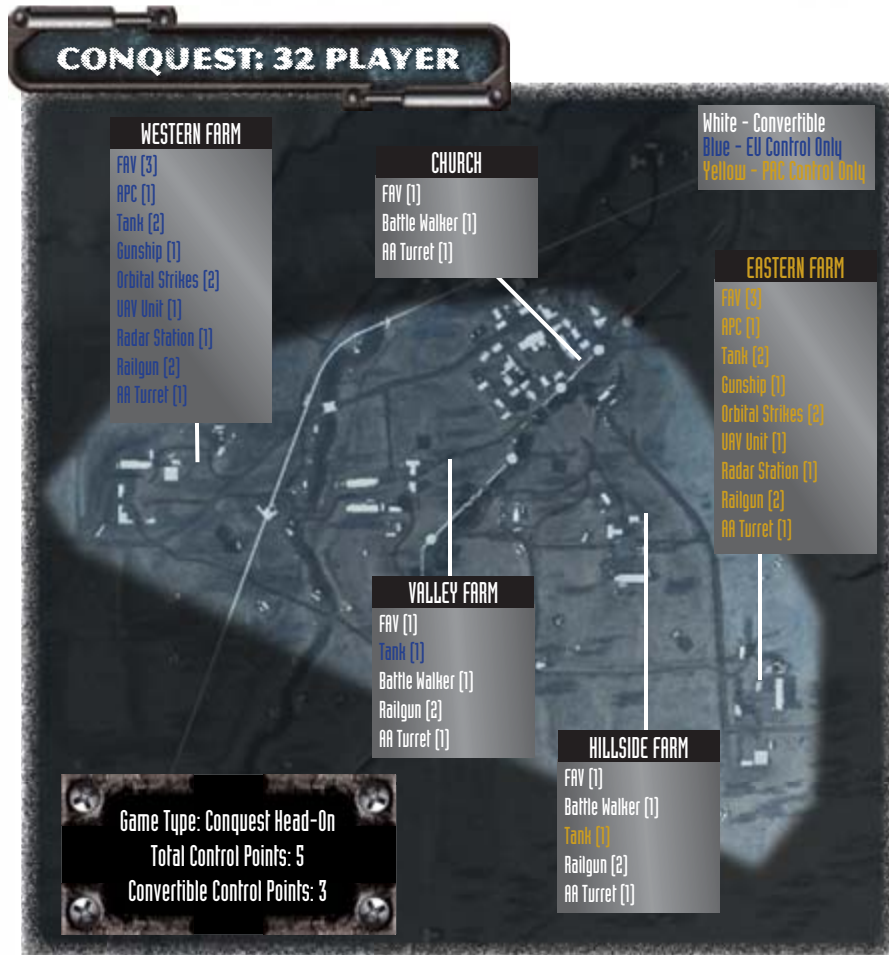
Glacier Rim

EU Strategy

Although the EU team needs only two of the neutral control points to secure a drain on the PAC ticket count, it's best to capture all three, dominating the entire village. Go for the two westernmost points first, capturing the Church with the L-5 Riesig and the Western Outskirts with the AVM-2 Groundhog. Reinforce both positions (especially the Church) with infantry while assaulting the Eastern Outskirts with the L-5. Push the PAC forces back, forcing them to spawn at the Glacier Rim. Set up a defensive line at the Eastern Outskirts and engage the PAC troops and vehicles as they cross the open field to the northeast. Hold this position till the PAC team's ticket count is depleted.

PAC Strategy

The PAC team also should try to occupy the entire village, forcing the EU to spawn at its Valley Farm base. Rush the eastern control points first, using the T-39 Bogatyr battle walker to capture the Church and the BTR-4 Romanov to convert the Eastern Outskirts. While defending these areas with infantry, use the vehicles to assault the Western Outskirts—the BTR-4's mortar is very effective. Once all three control points wave the PAC flag, set up a defensive line along the western edge of the village, centered on the Eastern Outskirts. Pound the EU troops at the Valley Farm with sniper fire, rockets, mortar rounds, and orbital strikes until their ticket count reaches zero.



Western Farm



Eastern Farm

EU Strategy

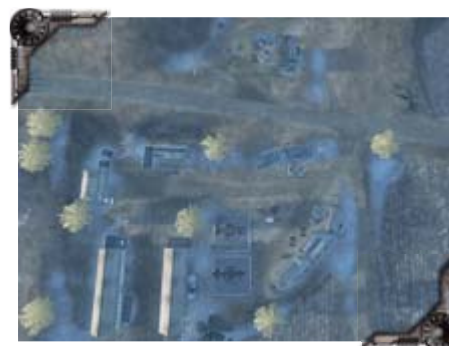
As in the 16-player battle, the EU needs to capture and hold just two of the neutral control points to bleed the PAC team's tickets. Rush the village first, dropping a squad leader on the Church using the UD-6 Talon. The squad can use the L-5 Riesig spawned at the Church to defend the village. Secure the Valley Farm with one of the MK-15 Bandits spawned at the Western Farm. Forfeit the Hillside Farm altogether and focus on defending the Church and Western Farm. Pack these two control points and the surrounding areas with infantry squads, tanks, and battle walkers. While the ground units defend, use the UD-6 Talon for close air support, targeting the PAC's Type 32 hover tanks and its T-39 battle walker. Hold out at the Church and Valley Farm for the rest of the battle to secure a victory.

PAC Strategy

The PAC team can gain the upper hand by consolidating forces in the village and eastern valley. Start by rushing the Church with the Type 4 Doragon, dropping at least one player for the capture. Use the remaining vehicles at the Eastern Farm to capture the Hillside Farm and reinforce the Church. Keep at least one tank and one battle walker at each control point for defense. Assign infantry squads to each control point, too, ordering them to stay on defense, mostly with engineer and support kits. Thin out the EU offense by knocking out its tanks and battle walker with the Type 4 Doragon. Consider using the BTR-4 mortar to bombard the EU troops as they spawn at the Valley Farm. Maintain the defensive line at the Church and Hillside Farm and continually drain the EU ticket count till the end of the battle.



CONQUEST: 64 PLAYER



Mansion



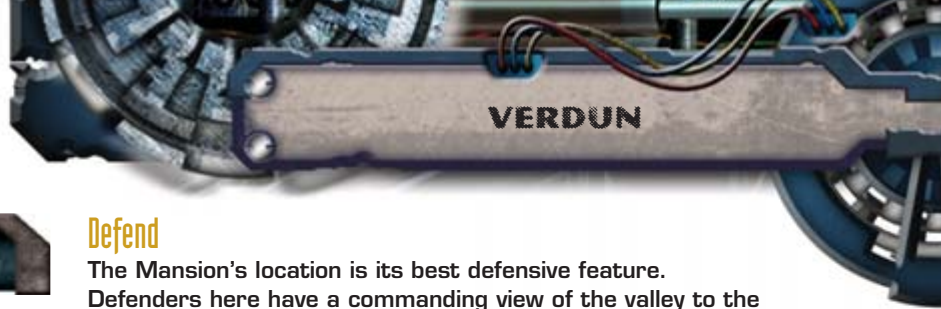
Military Camp

EU Strategy

This large battle features six neutral control points, and the EU must capture and hold four of them to bleed the PAC ticket count. Use the damaged Maginot Wall dividing the valley as a front line while occupying the western valley control points. Rush squad leaders to the Church, Valley Farm, and Guard Gate using the UD-6 and UD-12—these are the front-line positions. Move the remaining vehicles from the Mansion east to capture the Western Farm and to reinforce the three front-line control points. Defend these vital positions with tanks and battle walkers while infantry cover the eastern valley from the Maginot Wall and its towers. Use the UD-6 to patrol the wall's multiple breach points, stopping any breakthrough attempts. Continue reinforcing the front with fresh vehicles spawned at the Mansion and Western Farm. Hold the north-south line as long as possible to maintain an edge over the PAC team.

PAC Strategy

If the PAC captures and holds the two neutral control points in the eastern valley, they only have to capture two more near the Maginot Wall to impose a drain on the EU ticket count. Start off by rushing troops to the Guard Gate, Church, and Hillside Farm in the Type 4 and BTR-20. Of the three central control points positioned near the Maginot Wall, the Guard Gate and Church benefit the PAC the most, each producing a T-39 Bogatyr—the Valley Farm spawns no battle walkers for the PAC. Capture the Eastern Farm with ground vehicles from the Military Camp, then move them west to reinforce the Church, Hillside Farm, and Guard Gate. The Church and Guard Gate are likely to face the stiffest resistance, so keep them well supplied with tanks and battle walkers at all times. But leave squads at the Hillside and Eastern Farms too, to defend against airborne and other breakthrough attacks.



BASES & CONTROL POINTS

MANSION



Maps: 64 Player Only
Initial Control: EU



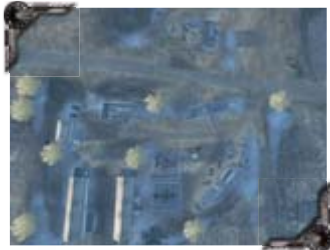
Adjacent Bases/Control Points:
• Western Farm

Positioned on high ground at the western map edge, the Mansion serves as the EU base in the 64-player battle. EU players spawning here have several vehicles to choose from, including a UD-6 and a UD-12, which should be used to drop troops on distant control points like the Church or Guard Gate.

These air units can also return here to rearm and repair at the site's two landing pads.

Attack

Sabotage and vehicle theft raids are the only viable reasons to attack the Mansion. Hitch a ride on an air transport and drop in from above to infiltrate the facility. If no air units are readily available, rush in with an FAV, but stay off the main paved road to avoid outgoing EU traffic. Once inside, move around on foot to avoid drawing attention. Slap some demo packs on the EU commander's assets and make your getaway. If your team holds all the control points, avoid laying siege to this base. The lower open terrain to the east offers little cover, allowing defenders at the Mansion to pick off attacking units at long range. It's better to hold back at the western control points and defend.



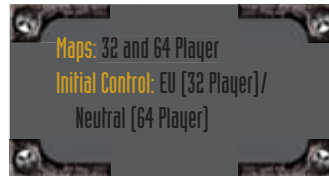
Mansion Assets

EU Control	16 Player	32 Player	64 Player
MH-15	—	—	5
AVM-2	—	—	2
A8	—	—	3
UD-6	—	—	1
UD-12	—	—	1
Orbital Strikes	—	—	2
UAV Unit	—	—	1
Radar Station	—	—	1
Railgun	—	—	1
AA Turret	—	—	1

Defend

The Mansion's location is its best defensive feature. Defenders here have a commanding view of the valley to the east, allowing them to spot any incoming threats. Since air assaults are the most common, don't stray too far from the base's two AA turrets, on the northern and southern flanks. The railgun's view is obstructed by a large boulder to the east, so consider using an engineer's rocket launcher to engage any vehicles approaching along the main road. Vehicle attacks are rare, so don't bother placing mines along the road—you're more likely to kill a teammate.

WESTERN FARM



Maps: 32 and 64 Player
Initial Control: EU (32 Player)/
Neutral (64 Player)



Adjacent Bases/Control Points:
• Mansion
• Valley Farm

The Western Farm is the EU base in the 32-player battle, providing it with most of its tanks and its only UD-6 Talon. In the 64-player battle this farm is neutral, but still within the EU's zone of control in the western valley. In this larger battle, the EU team gains one extra A8 Tiger over the PAC's single Type 32

Nekomata. Plus, the control point spawns an L-5 Riesig—no battle walkers spawn here for the PAC team. In both battles, the landing pad is operational, allowing friendly pilots to drop in for quick repairs and rearmament.

Attack

The best way to approach the Western Farm, which is located deep in EU territory, is by air. Fly in from either the north or south and stay low, using the nearby trees for cover. If going for the flag in the 64-player battle, commandeer a tank or APC while camping the capture radius. If no armored vehicles are available, drop prone among the crates surrounding the flagpole for cover and concealment. This base can't be captured in the 32-player battle, but stealing vehicles and sabotaging the EU commander's assets is a good way to apply some extra pressure.

Western Farm Assets

EU Control	PAC Control	16 Player	32 Player*	64 Player
MH-15	UAZ-8	—	3	2
AVM-2	BTR-4	—	1	1
A8	Type 32	—	2	2-1
L-5	—	—	—	1
UD-6	—	—	1	—
Orbital Strikes	—	—	2	—
UAV Unit	—	—	1	—
Radar Station	—	—	1	—
Railgun	Railgun	—	2	2
AA Turret	AA Turret	—	1	1

* EU Control Only



Defend

Like the Mansion, the Western Farm sits on a slope overlooking the western valley, giving defenders a clear view. Man one of the two railguns to blast traffic advancing along the main road—the eastern railgun has a good view of the nearby Valley Farm, too. Air attacks are most common, but the AA turret's view is partly obstructed by the surrounding trees. If air attacks are a problem and the AA turret isn't effective, consider jumping in a tank and using its turret machine gun to fend off air units.



CAUTION

Be careful when crossing the river between the Western and Valley Farms—it is deeper than it looks. Use the northern bridge or the two shallow river fords to the south when crossing to avoid flooding your vehicle.

VALLEY FARM

Maps: All

Initial Control: EU (16 Player) / Neutral (32 and 64 Player)

Adjacent Bases/Control Points:

- Western Farm
- Western Outskirts
- Church
- Guard Gate

In the 16-player battle, the Valley Farm is the EU's base as it struggles for control of the nearby village to the northeast. But in the larger battles, this control point is up for grabs and is likely to change hands several times. Still, this farm benefits the EU team the most, providing an extra A8 Tiger in the 32-player battle and an additional L-5 Riesig in the 64-player battle.

Valley Farm Assets

	EU Control	PAC Control	16 Player*	32 Player	64 Player
MH-1S	—	—	—	1	2
AVM-2	—	—	1	—	—
A8	—	Type 32	—	1*	1
L-5	—	T-39	1	1	1*
Orbital Strikes	—	—	2	—	—
UAV Unit	—	—	1	—	—
Radar Station	—	—	1	—	—
Railgun	Railgun	—	1	2	2
AA Turret	AA Turret	—	—	1	1

*EU Control Only

Attack

Always attack the Valley Farm from the west to avoid getting targeted by the defensive weapons positioned to the east. The wide northern entry point isn't bad either, but watch out for the AA turret in the courtyard. Once inside the courtyard, scan its eastern side for mines or demo packs before rushing toward the flag. If on foot, hide behind the metal barrels next to the flag pole or along the southern side of the nearby house to stay out of sight during the conversion process. Otherwise, park your vehicle next to the flag and wait it out.

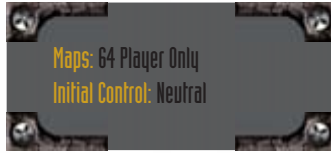


Defend

While the surrounding buildings provide some protection, they also limit visibility, often making it difficult to spot attackers until they've infiltrated the courtyard. Unless you have enough team members to cover the perimeter, defend from within the courtyard, focusing on the flag. Scatter mines or demo packs within the flag's capture radius to prevent vehicle rushes. Once the traps are placed, back off and watch the flag—climb the white storage tank to the south for a good view. The AA turret has a good view of the flag as well, and can blast infantry, FAVs, and, of course, air units.



GUARD GATE



The Guard Gate is available only in the 64-player battle.

It's located in the center of the map, near the southern boundary. Both teams have an even chance at capturing this control point, each gaining a valuable battle walker if successful. The flag is positioned on the wall, just above the gate. Therefore it must be captured by infantry or a hovering aircraft.

Attack

The Guard Gate is surrounded by open terrain, so always approach in a vehicle from the east or west. Before stepping out, scan the wall and nearby tower for defenders. The top of the wall can be accessed via a damaged catwalk that acts as a ramp on the eastern side, or via the ladder and staircase on the western side. There are no good hiding spots within the capture radius, so make sure the area is clear of enemies before approaching the flag. Although it's possible to convert this flag while hovering above it in an aircraft, this isn't recommended—you'll be a magnet for incoming rocket and missile fire.

Defend

The elevation of the wall and nearby tower gives defenders great views of the eastern and western approaches. Take up elevated positions and equip engineer or recon kits to engage incoming vehicles and infantry at long range. The eastern and western railguns on the ground have excellent long-range views too, perfect for pounding incoming tanks and battle walkers. Even more effective is the elevated AA turret on the western side, capable of downing enemy air units in all directions—a highly prized seat for players looking to shoot down enemy aircraft. If defending alone, booby-trap the narrow capture radius with demo packs or anti-personnel mines, then take cover in the northern tower.

Guard Gate Assets

EU Control	PAC Control	16 Player	32 Player	64 Player
MH-15	UAZ-8	—	—	1
L-5	T-39	—	—	1
Railgun	Railgun	—	—	2
AA Turret	AA Turret	—	—	1



WESTERN OUTSKIRTS



This small control point appears only in the 16-player battle, serving mostly as a spawn point on the southwestern edge of the village. The EU team has the best chance of capturing this control point early, because of its close proximity to the EU's Valley Farm base. But the cramped conditions can make it difficult to defend, giving the PAC more than a fair chance of taking it away.

Attack

If available, use a battle walker or APC to soften up the Western Outskirts before moving in for the capture—especially if this is the enemy's only control point in the village. Large concentrations of enemy infantry are easily downed by the battle walker's cannons or the APC's mortar. Vehicles can convert the flag by parking in the small courtyard to the west or the narrow street to the east. If attacking on foot, hide inside the damaged house to the south while converting the flag.

Defend

When defending, expect heavy infantry attacks from the east or EU vehicle attacks from the west. Reinforce the flag's capture radius with demo packs while placing sentry guns in the eastern street or courtyard. The railgun is located in the eastern street but lacks a good long-range view, which often leads to point-blank duels—usually won by APCs or battle walkers. If manning the railgun, take a shot and run for cover. The damaged house south of the flag is a great hiding spot to defend and contest the flag from. Use the upper floor as a sniping perch to watch the eastern or western avenues of attack. For an even better view, climb the nearby tower to the south.

Western Outskirts Assets

EU Control	PAC Control	16 Player	32 Player	64 Player
Railgun	Railgun	1	—	—



CHURCH

Maps: All

Initial Control: Neutral

Adjacent Bases/Control Points:

- Valley Farm
- Western Outskirts
- Eastern Outskirts
- Hillside Farm

The Church is the focal point of much of the action in all three battles. This control point sits at the center of the village, and fighting around it is often dominated by infantry, using the narrow streets and alleys to outmaneuver and ambush tanks or battle walkers. But its central location isn't the only draw. In the 32- and 64-player battles, the Church spawns a battle walker, making this control point an enticing asset for both teams.

Attack

Avoid attacking the Church in large heavily armored vehicles, like APCs, tanks, or battle walkers, unless you have infantry support. You'll need their eyes and firepower to locate and rout any defenders hiding among the nearby buildings. It's best to assault the Church on foot, infiltrating the village from the south and advancing along the wall. Enter the Church's courtyard from the south, bypassing the high-traffic eastern and western entry points. In the 32- and 64-player battles, the flag can be converted from the alley south of the courtyard.

Defend

Predicting the direction of incoming attacks on the Church is difficult, so guard the flag from a distance. The wall and tower to the south are perfect cover positions, providing an excellent view of the entire courtyard and flag. From these elevated positions it is also possible to cover the adjacent roads, dropping attackers before they even reach the Church. For added defense, consider dropping some demo packs around the flag. But don't mine the eastern or western entry points, especially in the 32- and 64-player battles—your teammates need to use these points when exiting with one of the Church's spawned vehicles.

Church Assets

EU Control	PAC Control	16 Player	32 Player	64 Player
MX-15	UAZ-8	—	1	1
A8	Type 32	—	—	1
L-5	T-39	—	1	1
Railgun	Railgun	1	1	1
AA Turret	AA Turret	—	1	1



EASTERN OUTSKIRTS

Maps: 16 Player Only

Initial Control: Neutral

Adjacent Bases/Control Points:

- Church
- Glacier Rim

The Eastern Outskirts is another 16-player-only control point

Eastern Outskirts Assets

EU Control	PAC Control	16 Player	32 Player	64 Player
Railgun	Railgun	1	—	—

located in the village. With the Glacier Rim located across the open field to the northeast, the PAC team can easily claim this site early in the battle by rushing it with an APC or battle walker. But PAC troops will need to defend it, too, as the EU attempts to dominate the village.

Attack

Attacking the Eastern Outskirts is similar to assaulting its western counterpart. Rush it with a battle walker or APC while peppering it with cannon or mortar fire to eliminate defenders seen or unseen. Convert the flag from the small eastern courtyard or the road to the west. When attacking on foot, flank the control point from the south, using the damaged house for cover and concealment while converting the flag.

Defend

It's best to babysit this control point from a distance. But before backing off, leave some demo packs or mines around the control point. Retreat to the wall or tower to the south and use an engineer or recon kit to blast attackers at long range. The railgun in the nearby street is useful for ambushing APCs or battle walkers advancing from the west, but don't expect to knock them out unless they're already damaged—or unless you live long enough to fire more than one shot.



GLACIER RIM



The Glacier Rim appears only in the 16-player battle, serving as the PAC base. In addition to containing the PAC commander's assets, this base also produces a BTR-4 Romanov and a T-39 Bogatyr.

Both vehicles should be used to rush the village control points early in the battle.

Attack

Attack the Glacier Rim only if the PAC forces already have a presence inside the village. Otherwise they'll be using their base to spawn, significantly reducing your chances of staging a successful raid. Approach on foot or in an APC. The PAC commander's assets are all clustered around the buildings, making them easy to access and sabotage. Consider waiting around and stealing the T-39 Bogatyr when it spawns, too. Denying the PAC its battle walker can greatly impact the battle inside the village, tilting the odds in the EU's favor.

Defend

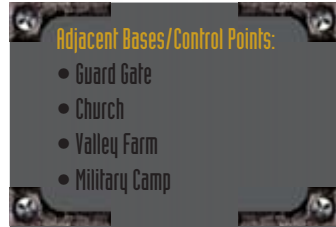
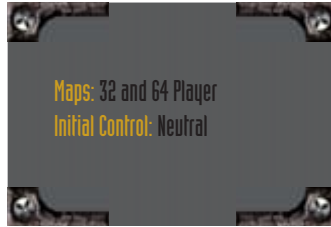
Leave at least one teammate behind at the Glacier Rim to watch over the vehicle spawns and commander's assets. When defending here, man the railgun to the south to spot any incoming attackers. This railgun can also help reinforce the Eastern Outskirts, slicing into enemy APCs and battle walkers at long range. The open field to the southwest offers little cover for attackers, so be sure to spot and eliminate them before they advance to close range.

Glacier Rim Assets

PAC Control	16 Player	32 Player	64 Player
BTR-4	1	—	—
T-39	1	—	—
Orbital Strikes	2	—	—
UAV Unit	1	—	—
Radar Station	1	—	—
Railgun	1	—	—



HILLSIDE FARM



In terms of assets, the Hillside Farm is similar to the Valley Farm, producing the same units. All the vehicles are spawned in a large open courtyard. But this control

point benefits the PAC more than it does the EU, producing an extra tank in the 32-player battle and a battle walker in the 64-player battle. These additional vehicles and the farm's position in the eastern valley give the PAC a good chance of holding the Hillside Farm for most of the battle.

Attack

Flank the Hillside Farm from the east or south to avoid the northern- and western-facing railguns positioned outside the courtyard. At the very least, use an FAV when rushing in from the north or west, swerving to frustrate the aim of defenders. During aerial assaults, exploit the AA turret's blind spot by flying in from the east. Once in the courtyard, steal any vacant tanks or battle walkers before rushing the flag—knock out the AA turret while you're at it. If no heavily armored vehicles are available, hop over the low L-shaped wall surrounding the flag and drop prone to hide.

Hillside Farm Assets

EU Control	PAC Control	16 Player	32 Player	64 Player
MH-15	UAZ-8	—	1	2
A8	Type 32	—	1*	1
L-5	T-39	—	1	1*
Railgun	Railgun	—	2	2
AA Turret	AA Turret	—	1	1

* PAC Control Only



Defend

Defenders at the Hillside Farm have an awesome view of the heavily damaged Maginot Wall to the north and west. Use the railguns, a tank, or an engineer's rocket launcher to fire down on any vehicles advancing through the wall's breaches near the Church or Guard Gate. The AA turret on the eastern edge of the courtyard has a good view of the surrounding airspace as well as the flag. Man it to blast infantry or FAVs that manage to infiltrate the courtyard. For added security, reinforce the flag with some demo packs or anti-personnel mines.

TIP

For a good distant cover position at the Hillside Farm, take to the rooftop of the southern building. On the south side of this structure is a white storage tank. Climb the storage tank's ladder, then hop over to the roof. Stay behind the roof's peak for cover and concealment while watching the flag to the north.



EASTERN FARM

Maps: 32 and 64 Player
Initial Control: PAC (32 Player)/
Neutral (64 Player)

Adjacent Bases/Control Points:

- Hillside Farm
- Guard Gate
- Military Camp

The Eastern Farm is the PAC base in the 32-player battle, spawning the bulk of its tanks and its only Type 4 Doragon. In many respects, this control point is like the Western Farm, complete with a landing pad, similar vehicles, and a great elevated view of the adjacent valley. But the Eastern Farm benefits the PAC team most even

when it's neutral in the 64-player battle, providing two Type 32 Nekomatras and a T-39 Bogatyr—the control point spawns only one tank and no battle walkers for the EU team.

Eastern Farm Assets

	EU Control	PAC Control	16 Player	32 Player*	64 Player
MH-15	—	UAZ-8	—	3	2
RVM-2	—	BTR-4	—	1	1
A8	—	Type 32	—	2	1-2
—	—	T-39	—	—	1
—	—	Type 4	—	1	—
—	—	Orbital Strikes	—	2	—
—	—	URV Unit	—	1	—
—	—	Radar Station	—	1	—
Railgun	—	Railgun	—	2	2
AA Turret	—	AA Turret	—	1	1

*PAC Control Only

Attack

When attacking from the west, rush the Eastern Farm with an FAV, advancing along the southern dirt road passing through the Guard Gate. At the T-intersection just east of the control point, keep moving east, racing up the snow-covered slope. Veer north to flank the Eastern Farm, entering near the collection of five gray containers. Inside the courtyard, grab a vacant tank or battle walker to convert the flag in the 64-player battle, or toss some demo packs on the PAC commander's assets in the 32-player battle. If attacking by air, fly in along the map's southern boundary to stay out of the AA turret's line of sight.



Defend

The paved road to the north and the dirt road to the west are the major avenues of attack for ground units advancing on the Eastern Farm. These two roads converge at an intersection to the northwest, within view of both railguns. But defending engineers should deploy outside the courtyard to score hits on approaching vehicles at greater distances. The low wall running along the paved road to the east provides excellent cover for infantry guarding the eastern valley. Man the AA turret if air attacks are a problem or if enemy units manage to infiltrate the courtyard.

MILITARY CAMP

Maps: 64 Player Only
Initial Control: PAC

Adjacent Bases/Control Points:
• Eastern Farm

Located near the encroaching glacier on the eastern edge of the valley, the Military Camp serves as the PAC base in the 64-player battle. Like the Mansion to the west, this large base produces many vehicles, including the PAC's only air units spawned on the two landing pads. Players spawning here should wait a few seconds for teammates to load into vehicles before driving or flying off, because it's a long walk to the Eastern Farm and other control points.

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Attack

Before setting off to raid the Military Camp, hitch a ride in an air transport or commandeer an FAV. MK-15s and UAZ-8s are the only ground vehicles capable of speedily climbing the steep slope leading to the base. But dropping in from the air is the best option to quickly and covertly infiltrate the base. Fortunately, the PAC commander's assets are tightly clustered, making the sabotage job much easier. Set your demo packs and choose a vehicle for your escape. Grab a Type 32 Nekomata and try assaulting the Eastern Farm on your way down the slope.

Military Camp Assets

PAC Control	16 Player	32 Player	64 Player
UAZ-8	—	—	5
BTR-4	—	—	2
Type 32	—	—	3
Type 4	—	—	1
BTR-20	—	—	1
Orbital Strikes	—	—	2
UAV Unit	—	—	1
Radar Station	—	—	1
Railgun	—	—	1
AA Turret	—	—	2

Defend

Expect most attacks to come from the air. The western AA turret (near the radar station) has an amazing view of the valley and is capable of downing any incoming aircraft as far away as the Eastern Farm. If ground attacks are a problem, use one of the Type 32 Nekomatas to guard the main road leading into the base. This is the only viable route up the steep slope, so camp this road west of the base and blast any attackers at long range.



Despite being significantly outnumbered, the EU forces at Verdun were able to severely deplete the invading PAC divisions. This effort was due in large part to the EU's ability to infiltrate and destroy PAC Titans before they could distribute troops and supplies to the front lines. Soon, the PAC matched these efforts, inflicting similar damage to its EU Titan counterparts.



Mansion



Military Camp

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EU Strategy

Drop the PAC Titan's shields quickly by occupying all three central silos positioned along the Maginot Wall. Get the UD-6 and UD-12 airborne immediately and drop squad leaders at Silos 1, 2, and 5 while ground vehicles rush east from the Mansion to reinforce the center, capturing Silo 4 along the way. Focus most manpower at the three central silos while the EU commander covers Silo 4 with the Titan. Hold as many of the central silos as long as possible, counterattacking if necessary. Once the PAC Titan's shields are down, shift a couple of squads to offense, ordering them to assault. During the Titan assault, maintain a presence on the ground at Silos 1, 2, and 4. If the EU Titan's shields fail before the PAC Titan is destroyed, shift all ground units to the EU Titan for defense.

PAC Strategy

Capturing the central silos early and holding them is the key to gaining an advantage in this Titan battle. Rush Silos 1, 2, and 5 with the Type 4 and BTR-20, dropping troops at each to quickly get three missiles launched toward the EU Titan. Meanwhile, use the BTR-4 at the Military Camp to launch a squad west to capture Silo 3. Dig in at the central sites while reinforcements rush in with tank and APC support from the Military Camp—move the two Type 32s to Silo 5 to help the T-39 defend. Hold the line at the Maginot Wall till the EU Titan's shields are down. Pull a squad or two away to assault the EU Titan while still holding at least three silos on the ground. But as usual, keep an eye on the PAC Titan's shields and be prepared to call ground troops back to defend if necessary.

BASES & SILOS

MANSION & EU TITAN

Adjacent Bases/Silos:

- Silo 4



Mansion/Titan Assets

EU Control	Unit Count
MH-15	1
AVM-2	1
AB	2
UD-6 (Titan)	1
UD-12 (Titan)	1
Orbital Strikes	1
UAV Unit	1
Radar Station	1

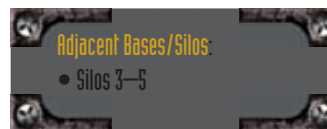


Once again, the Mansion serves as the EU base during this Titan battle. EU players spawning here or on the Titan above should use the vehicles to rush Silo 4 at the onset. The AVM-2 Groundhog's pod launchers are within range of Silo 4 too, allowing for a quick pod assault. In this mode, the Mansion has no air defenses, so consider holding back a teammate or two to watch over the vehicles and commander assets. The Titan can watch the base, but its weapons are more effective when defending one of the nearby silos.

SILO 1

Silo 1 Assets

EU Control	PAC Control	Unit Count
MH-15	UAZ-8	1
AB	Type 32	1
Railgun	Railgun	2
AA Turret	AA Turret	1



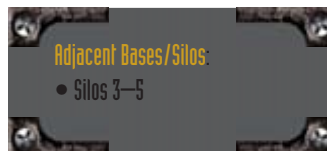
Located to the south, at the Guard Gate, Silo 1 is one of three silos positioned along the Maginot Wall at the map's center. The tank spawned here is great for engaging enemy targets at long range in the eastern or western valleys. No tanks are spawned at the adjacent silos, so put this one to good use on offense or defense. The site's fixed defensive assets are identical to the ones in conquest mode,

including the elevated AA turret—this turret still has the best view on the map.

SILO 2

Silo 2 Assets

EU Control	PAC Control	Unit Count
MH-15	UAZ-8	1
AB	Type 32	1
Railgun	Railgun	2
AA Turret	AA Turret	1





Silo 2 is positioned at the north end of the Maginot Wall, in the Church's courtyard. While the tank spawned here can help hold down the site, it's better off outside the village, engaging enemy tanks or battle walkers at long range. Instead, rely on infantry to hold down this site, using the nearby wall or tower as a cover point. The railguns outside the courtyard are perfectly positioned to cover the adjacent streets and entry points, but don't expect to get more than a couple of shots off.

SILO 3

Adjacent Bases/Silos:	
• Silo 1	
• Silo 2	
• Silo 5	
• Military Camp	

Silo 3 Assets

EU Control	PAC Control	Unit Count
AVM-2	BTR-4	1
Railgun	Railgun	2



This silo is located at the Eastern Farm, giving the PAC team the best chance of capturing it early on. Players spawning here can branch out and hit any of the three central silos—Silos 1 and 5 can be reached by launching from the APC's pod launchers. The site's landing pad is a welcome sight to pilots, too. No heavy vehicles are spawned here, so the PAC should consider moving its Titan over this site for defense. But attentive infantry defenders can make a stand here, too, using the

two railguns and the elevated view of the eastern valley to eliminate enemy units at long range.



SILO 4

Silo 4 Assets

EU Control	PAC Control	Unit Count
AVM-2	BTR-4	1
Railgun	Railgun	2

Adjacent Bases/Silos:	
• Mansion	
• Silo 1	
• Silo 2	
• Silo 5	



Silo 4 is located at the Western Farm. Since the silo sits just east of the Mansion, it falls well within the EU's zone of control. Like Silo 3, the site spawns a single APC and a couple of railguns, and is equipped with a landing pad. The APC spawned here is useful for launching pod attacks on Silos 1 or 5, as well as the nearby EU Titan. When defending, use the site's elevation to scan the western valley for incoming threats. The eastern railgun has a great view, capable of puncturing targets as far away as the Valley Farm.

SILO 5

Silo 5 Assets

EU Control	PAC Control	Unit Count
MH-15	UAZ-8	1
L-5	T-39	1
Railgun	Railgun	2
AA Turret	AA Turret	1

Adjacent Bases/Silos:	
• Silos 1-4	



Silo 5 is positioned on the eastern side of the Maginot Wall, not far from the Hillside Farm. It spawns the map's only battle walker, making it one of the most valuable sites for both teams. Its popularity is also fueled by its central position, surrounded by all other silos. Whether attacking or defending, never underestimate the effectiveness of the site's defensive weapons. The railguns on the northern and southern flanks have

great angles on the nearby silos and can nail incoming tanks at impressive distances. The AA turret near the silo has good coverage of the surrounding airspace too. But if the manpower isn't available to hold this site, jump in the battle walker and move to a more defensible position, preferably Silo 3 or 4.

MILITARY CAMP

Adjacent Bases/Silos:

- Silo 3



Military Camp/Titan Assets

PAC Control	Unit Count
UAZ-8	1
BTR-4	1
Type 32	2
Type 4 (Titan)	1
BTR-20 (Titan)	1
Orbital Strikes	1
UAV Unit	1
Radar Station	1

The Military Camp is the PAC's base during this Titan battle, producing the bulk of its vehicles. Players spawning here can immediately assault Silo 4 using the BTR-4's pod launchers. In addition to rushing the nearby silos at the start of the battle, these

vehicles should be used throughout the conflict. The Type 32 Nekomata hover tanks are particularly effective in the open terrain of the eastern and western valleys—especially if the EU takes control of the battle walker at Silo 5.

MAP FEATURES

Know Your Role!

Commander: Choose an engineer kit and issue orders from your team's base or Titan, using defensive weapons to fend off raids, and the blowtorch to conduct repairs. In the Conquest battles, make sure your team captures and holds a majority of the control points to impose a drain on the opposing team's tickets. Provide your squad leaders with supplies and UAV support upon their request.

Squad Leader: At the start of battles, use air units to quickly reach distant control points like the Church or Guard Gate. Once on the ground, order your squad to spawn on you. Maintain a presence near the Maginot Wall at the map's center by deploying a spawn beacon.

Recon: Climb the Maginot Wall's towers and snipe enemy infantry in the eastern or western valleys. These towers are great observation posts, allowing you to relay targeting information to friendly APCs and aircraft for mortar and air strikes.

Assault: Choose this kit when operating in and around the Church. Med kits, a defibrillator, and the shotgun upgrade all come in handy during these close-quarter firefights. Opt for the heavy body armor, too.

Engineer: Keep your team's tanks and battle walkers in top shape. Consider driving around in an FAV and conducting repairs at frontline positions. In the open valleys, find an elevated position and pound enemy vehicles with rockets at long range.

Support: The machine guns, shotgun, and sentry gun are very effective in the close quarters of the village, as well as on the Titans. Bring along some EMP grenades to help disable tanks and battle walkers. When defending, drop ammo where the squad, especially the engineers, can reach it easily.

KEY CHOKES POINTS

Maginot Wall



Hide behind the wall for concealment while setting up ambushes at the breach points. Use the element of surprise to score hits on vulnerable areas, like the battle walker's legs or knee joints.

At one time the Maginot Wall divided this tranquil farming valley. But the wall has suffered heavy damage during the battle, reducing entire sections to rubble. Ground vehicles moving from east to west must navigate through one of four major breach points. The channeling of ground traffic through these narrow openings creates some great ambush opportunities.

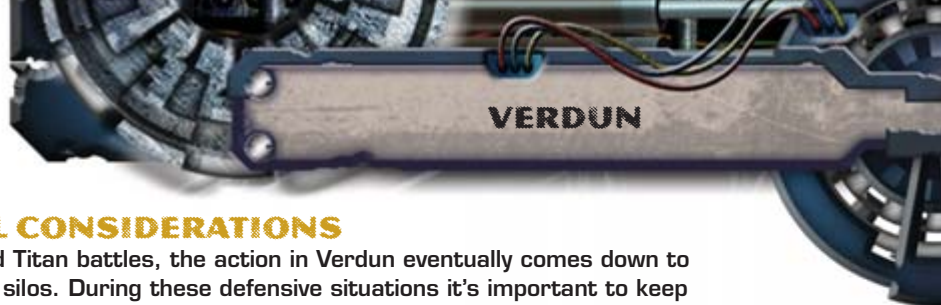
Engineers can shut down these breaches with mines or by firing rockets at passing vehicles—preferably from the wall or one of its towers. Or try hiding a tank on one side of the wall and blindside enemy vehicles with a side or rear hit as they drive through. But before camping a breach, monitor the enemy's positions to best predict the high-traffic areas. The two breaches near the Church are very popular.

Western River

This unassuming river in the western valley doesn't look like much, but it can be a major headache for EU ground forces in the 32- and 64-player battles if properly used by the PAC. As mentioned earlier, there are only three crossings; the bridge to the north and the two shallow river fords to south. If the EU is pushed back to the Western Farm or Mansion, all its ground vehicles must cross this river to reach the eastern control points. The PAC team can prevent such advances by defending the three river crossings with mines, demo packs, tanks, or battle walkers. But the river isn't completely impassable—infantry can swim across and aircraft can fly over, so don't focus all manpower on defending this choke point.



If the EU is isolated to the western valley, hold them at the river by guarding the three river crossings, including this bridge to the north.



LOGISTICAL CONSIDERATIONS



Tanks are essential in this battle, so keep a fresh supply at the central control points or silos, even if it means spawning at your base and driving them to the front.

In both the Conquest and Titan battles, the action in Verdun eventually comes down to holding control points or silos. During these defensive situations it's important to keep your team fully supplied and repaired, especially at the high-traffic central control points and silos. Infantry squads should be self-sufficient, supplying themselves with ammo and first aid. Vehicles must rely on supply drops from the commander and engineers to keep them repaired. Air power is also a big factor in this battle, so keep these units in the fight by repairing them on landing pads located at the Mansion, Western Farm, Eastern Farm, Military Camp, or the Titan hangars. Constantly reinforce hotly contested sites like the Guard Gate, Church, or Silo 5 with fresh tanks and battle walkers spawned nearby or at the team's base. Don't let these valuable units sit idle in the rear while your teammates are dying on the front lines!

VERDUN TESTER TIPS

STRATEGY

16 Player

EU & PAC: It is vital for the both teams to establish a foothold within the village as quickly as possible and maintain that foothold throughout the round. For the EU, the closest control point is located in the Western Outskirts. The PAC should go for the Eastern Outskirts. Each team should capture these perimeter points early and dig in. Next, the teams should split up, half staying on defense while the other half attacks the Church, preferably with the support of the battle walker. Make good use of the APC, as soldiers on foot take much longer to reach the village.

32 & 64 Player Conquest

EU: Control of the old wall is the key to success for the EU on this map. If the EU can get control of both control points west of the wall, it can easily hold the PAC units back and win the battle. Use fast transports such as FAVs to get to the Valley Farm, Church, and Guard Gate quickly. The gunship should go across the wall and prepare to take out any heavy vehicles that the PAC forces have coming toward the wall. Once these control points are safe, set up defense lines along the wall to close the PAC out. Use the air transport to launch attacks across the wall, cutting off the PAC reinforcements.

PAC: The wall shelters three control points on the opposite side of the PAC base. The PAC team has to be quick to establish control on the other side of the wall. If the EU is allowed to set up defenses along the wall, the PAC team has a hard time getting back in the fight. So the PAC should use the FAV, the air transport, and the gunship to secure the Church control point quickly, before the EU does. Also, try to get control of the Guard Gate. This blocks EU access to the eastern parts of the map. The Hillside Farm is also essential; there you gain battle walkers and tanks useful for pushing the EU team back.

Titan Mode

EU: As the majority of the missile silos are situated on the eastern side of the wall, the EU must be quick in getting control of the silos and must defend them hard. Even though it spreads the team out, the easiest points for the EU to defend are the Church and the Guard Gate. Go for these points and secure them. Position the Titan between these two silos but farther west to allow for quick attacks, using assault pods on the control points should you lose them.

PAC: The PAC team has an advantage in the missile silo situated by the barn on the eastern side of the wall. Even though it's pretty much in the open, the EU has a hard time getting heavy vehicles up to that point. Secure the nearby missile silo and move down to the barn, then try to take control of the Guard Gate silo and dig in. Position your Titan between these two points and use the ground cannons to lay suppression fire on any attackers advancing toward these silos.

KEY CONTROL POINTS/SILOS

Western & Eastern Outskirts (16 Player Only)

FEATURES: Open fields in back leave it open for attack from the Valley Farm.

ATTACK: Attack these points on a broad front. Make sure to use the battle walker as a support vehicle in the attack. Fully encircle the control point, because the ruined village easily allows for enemies to bypass your ranks and take control points to the rear. Use the cover of the houses for your attack, avoiding the open fields in the back.

DEFEND: Set up a broad defense line deeper inside the village, in front of the control point. Use mines to block off vehicle access to the flag.

Western Farm

FEATURES: A large farmhouse area with landing pads for air vehicles.

ATTACK: As this farm is deep within the EU territory, the best way for the PAC team to get control of this point is to use quick attacks, either with the help of FAVs or the air transport. Make sure that no heavy vehicles are present. If they are, take control of them and use them to control the area.

DEFEND: As the farm is open, use mines to block off access to the area. The AA turret and railguns here allow for good defense against air vehicles and heavy vehicles.

Valley Farm

FEATURES: Farmhouses surrounded by fields and in close proximity of the border wall.

ATTACK: The farm area is walled in, which makes it hard to bring vehicles up to the control point. But the northern entrance is slightly broader and not as easy to defend. The lack of static weapons covering this entrance makes it the best choice to get any heavy vehicles to the control point. Attack with vehicles from this entrance, while soldiers make use of smaller gates and broken walls to get through the defenses.

DEFEND: Use mines to block off any entrance to the area. Defenders should then retreat back from the flag area and use the surrounding buildings to defend the flag. Use the static weapons covering the western and southern entrances.

Guard Gate

FEATURES: A wall and gate with a guard tower.

ATTACK: As this control point is on the border between the east and west parts of the map and pretty open, use heavy vehicles when attacking the flag. Take out any enemy vehicles and then sweep the area with infantry as defenders may be hiding on the guard wall. The gunship should come in handy to suppress any infantry hiding on the walls.

DEFEND: The flag is situated on top of the Guard Gate and is accessible only by infantry. The best defense is to stay high and out of sight from heavy vehicles. Mining the gate also blocks this way through for the enemy. In Titan mode, the EU should place mines in the gate area; this blocks the PAC team from getting to the missile silo on the western side of the wall. The PAC needs to move through the gate and set up defenses to the west. Make use of the wall for elevated vantage points.

Church

FEATURES: Church and low stone walls.

ATTACK: Soldiers attacking this point should use surrounding houses and walls for cover as they close in. In the southern end of the churchyard, a broken wall allows for access directly into the courtyard while providing good cover.

DEFEND: Use mines to block off the two entrances to the courtyard. A battle walker can easily walk across the stone walls, but all other vehicles have to pass through the entrances. It is also a good thought to make use of the guard tower situated south of the church as a sniper position, covering the church grounds and picking off any attackers in proximity to the flag/silo.

Barn (Titan Only)

FEATURES: A lone barn set out in the fields.

ATTACK: Since the area is pretty much open, the best way to assault it is by pod-launching from afar. Destroy or take control of the battle walker that spawns here.

DEFEND: Use the battle walker in defending the silo. Man it at all times. If it's lost to the enemy, you've lost the flag. Mine access to the missile silo.

Hillside Farm

FEATURES: Farmhouses and barns on a small hill.

ATTACK: Walls encircle this control point, making it hard to attack. Both the north and the west entrance are guarded by railguns that cover most of the fields below the farm. But the eastern entrance is easier to get through with heavy vehicles. The large barn on the south side of the farm gives excellent cover for a ground assault team moving in on this control point.

DEFEND: Use mines to block off any entrance to the area. Defenders should then retreat from the flag area and use the surrounding buildings to defend the flag. Be sure to man the static weapons covering the northern and western entrances.

Eastern Farm

FEATURES: Situated at a crossroads high up the hillside overlooking almost all of the eastern valley.

ATTACK: Access to the Eastern Farm is hard, because it lies in a steep area. It takes a long time to bring heavier vehicles up here. The easiest way to attack the point is to use quick attacks, either with the help of FAVs or the air transport. Make sure that no heavy vehicles are present. If they are, take control of them and use them to control the area.

DEFEND: The steep hillside is a great defense mechanism in itself. Heavy vehicles have a slow drive coming up. The main concern is sneak attacks launched with FAVs or aircraft. Watch the skies and man the AA turret. Make use of the houses and walls for defense, staying clear of the open fields in the middle of the farm area. Also, man all vehicles that spawn here, or enemies may steal them.






















APPENDIX A: RANKS

NOTE



















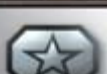
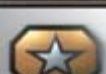
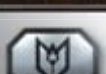
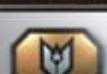




Remember, your score and experience make-up your career points. The score is the accumulation of all points score in each round of game play, including all kills, control point captures, revives, etc. Experience points are attained by earning badges, ribbons, and pins. Each of these awards is worth a pre-set number of experience points. Experience points are not earned with medals.

* All ranks are subject to change.

RANKS

Recruit  Career Points: 0 Unlocks Awarded: 0	Private  Career Points: 40 Unlocks Awarded: 1	Private 1st Class  Career Points: 80 Unlocks Awarded: 1	Gunner Silver  Career Points: 120 Unlocks Awarded: 1
Gunner Gold  Career Points: 200 Unlocks Awarded: 1	Corporal Silver  Career Points: 330 Unlocks Awarded: 1	Corporal Gold  Career Points: 520 Unlocks Awarded: 1	Lance Corporal Silver  Career Points: 750 Unlocks Awarded: 1
Lance Corporal Gold  Career Points: 1,050 Unlocks Awarded: 1	Master Corporal Silver  Career Points: 1,400 Unlocks Awarded: 1		
Master Corporal Gold  Career Points: 1,800 Unlocks Awarded: 1	Sergeant Silver  Career Points: 2,250 Unlocks Awarded: 1		
Sergeant Gold  Career Points: 2,850 Unlocks Awarded: 1	Master Sergeant Silver  Career Points: 3,550 Unlocks Awarded: 1		
Master Sergeant Gold  Career Points: 4,400 Unlocks Awarded: 1	Sergeant Major Silver  Career Points: 5,300 Unlocks Awarded: 1		
Sergeant Major Gold  Career Points: 6,250 Unlocks Awarded: 1	Sergeant Major of the Army  Career Points: 7,250 Unlocks Awarded: 1		

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Chief Petty Officer Silver  Career Points: 8,250 Unlocks Awarded: 1	Chief Petty Officer Gold  Career Points: 9,300 Unlocks Awarded: 1	Warrant Officer Silver  Career Points: 10,400 Unlocks Awarded: 1	Warrant Officer Gold  Career Points: 11,550 Unlocks Awarded: 1
1st Lieutenant Silver  Career Points: 12,700 Unlocks Awarded: 1	1st Lieutenant  Career Points: 14,000 Unlocks Awarded: 1	2nd Lieutenant Silver  Career Points: 15,300 Unlocks Awarded: 1	2nd Lieutenant Gold  Career Points: 16,700 Unlocks Awarded: 1
Captain Silver  Career Points: 18,300 Unlocks Awarded: 1	Captain Gold  Career Points: 20,100 Unlocks Awarded: 1	Major Silver  Career Points: 22,100 Unlocks Awarded: 1	Major Gold  Career Points: 24,200 Unlocks Awarded: 1
Lieutenant Colonel Silver  Career Points: 26,400 Unlocks Awarded: 1	Lieutenant Colonel Gold  Career Points: 28,800 Unlocks Awarded: 1	Colonel Silver  Career Points: 31,500 Unlocks Awarded: 1	Colonel Gold  Career Points: 34,200 Unlocks Awarded: 1
Commissar Silver  Career Points: 37,100 Unlocks Awarded: 1	Commissar Gold  Career Points: 40,200 Unlocks Awarded: 1	Field Commissar Silver  Career Points: 43,300 Unlocks Awarded: 1	Field Commissar Gold  Career Points: 46,900 Unlocks Awarded: 1
Field Marshal Silver  Career Points: 50,500 Unlocks Awarded: 1	Field Marshal Gold  Career Points: 54,100 Unlocks Awarded: 1	Brigadier General  Career Points: 57,700 Unlocks Awarded: 1	Major General*  Career Points: N/A Unlocks Awarded: 0
Lieutenant General*  Career Points: N/A Unlocks Awarded: 0		Supreme Commander*  Career Points: N/A Unlocks Awarded: 0	

NOTE

* The Major General, Lieutenant General, and Supreme Commander rankings are reserved for the top 200 players with the most career points. But only the player with the highest score is eligible for the Supreme Commander ranking.

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APPENDIX B: AWARDS

* All awards are subject to change.

MEDALS

Air Transport Transfer Medal



In A Round: 10 Titan air drops
Global Criteria 1: 25 hours as air transport pilot
Global Criteria 2: —
Global Criteria 3: —
Global Criteria 4: —

Aircraft Combat Medal



In A Round: 30 kills in an aircraft
Global Criteria 1: 100 hours in an aircraft
Global Criteria 2: 8,000 kills with aircraft
Global Criteria 3: —
Global Criteria 4: —

Armor Service Medal



In A Round: 25 kills in an armored vehicle
Global Criteria 1: 100 hours in armored vehicles
Global Criteria 2: 8,000 kills with armored vehicles
Global Criteria 3: —
Global Criteria 4: —

Bronze Star



In A Round: Third Place
Global Criteria 1: —
Global Criteria 2: —
Global Criteria 3: —
Global Criteria 4: —

Distinguished Pan Asian Star



In A Round: 3 minutes played as PAC
Global Criteria 1: —
Global Criteria 2: 150 hours as PAC
Global Criteria 3: 300 wins as PAC
Global Criteria 4: —

Distinguished Service Medal



In A Round: Team score of 30
Global Criteria 1: 50 hours as commander
Global Criteria 2: 50 hours as squad leader
Global Criteria 3: 50 hours as squad member
Global Criteria 4: —

European Honorific Cross



In A Round: 3 minutes played as EU
Global Criteria 1: —
Global Criteria 2: 150 hours as EU
Global Criteria 3: 300 wins as EU
Global Criteria 4: —

Gold Star



In A Round: First Place
Global Criteria 1: —
Global Criteria 2: —
Global Criteria 3: —
Global Criteria 4: —

Good Conduct Medal



In A Round: 27 kills; no team kills, team damage or team vehicle damage
Global Criteria 1: 180 hours played
Global Criteria 2: —
Global Criteria 3: —
Global Criteria 4: —

Ground Base Medallion



In A Round: 20 kills
Global Criteria 1: 100 control points captured
Global Criteria 2: 200 repair points
Global Criteria 3: —
Global Criteria 4: —

Honorable Service Medal



In A Round: —
Global Criteria 1: 100 hours played
Global Criteria 2: 400 heals
Global Criteria 3: 400 repairs
Global Criteria 4: 400 resupplies

Infantry Combat Medal



In A Round: 1 Distinguished Combat Efficiency Pin
Global Criteria 1: Bronze Badges: Support Service, Recon Service, Assault Service, Engineer, Collectors, Pistol Commendation, Explosive Gallantry
Global Criteria 2: —
Global Criteria 3: — **Global Criteria 4:** —

Infantry Combat of Merit Medal



In A Round: 1 Distinguished Combat Efficiency Pin
Global Criteria 1: Gold Badges: Support Service, Recon Service, Assault Service, Engineer, Collectors, Pistol Commendation, Explosive Gallantry
Global Criteria 2: —
Global Criteria 3: — **Global Criteria 4:** —

Medal of Gallantry



In A Round: —
Global Criteria 1: 150 hours played
Global Criteria 2: 1,000 control point captures
Global Criteria 3: 400 control point defends
Global Criteria 4: 5,000 teamwork score

Meritorious Conquest Medal



In A Round: 1 Explosive Efficiency Pin
Global Criteria 1: 80 hours in Conquest mode
Global Criteria 2: 8,000 kills in Conquest mode
Global Criteria 3: 25 best kill streak in Conquest mode
Global Criteria 4: —

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Meritorious Infantry Combat Medal



In A Round: 1 Distinguished Combat Efficiency Pin
Global Criteria 1: Silver Badges: Support Service, Recon Service, Assault Service, Engineer, Collectors, Pistol Commendation, Explosive Gallantry
Global Criteria 2: —
Global Criteria 3: — **Global Criteria 4:** —

Meritorious Titan Medal



In A Round: 1 Problem Solver Pin
Global Criteria 1: 80 hours in Titan mode
Global Criteria 2: 8,000 kills in Titan
Global Criteria 3: 25 best kill streak Titan mode
Global Criteria 4: —

Purple Heart



In A Round: A kill/death ratio of 1:4 or more with a minimum of 5 kills
Global Criteria 1: —
Global Criteria 2: —
Global Criteria 3: —
Global Criteria 4: —

Silver Star



In A Round: Second Place
Global Criteria 1: —
Global Criteria 2: —
Global Criteria 3: —
Global Criteria 4: —

Titan Medallion



In A Round: 10 kills in Titan mode
Global Criteria 1: 70 best round score
Global Criteria 2: 150 hours in Titan mode
Global Criteria 3: 200 wins
Global Criteria 4: —



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BADGES

* in Conquest mode ** in Titan mode

Air Defense Badge [Bronze]



Experience: 20

In A Round [IAR] Criteria:
3 minutes in air defenseGlobal Criteria 1: —
Global Criteria 2: —

Air Defense Badge [Silver]



Experience: 500

In A Round [IAR] Criteria:
15 air defense killsGlobal Criteria 1: 20 hours in air defense
Global Criteria 2: —

Air Defense Badge [Gold]



Experience: 1,000

In A Round [IAR] Criteria:
30 air defense killsGlobal Criteria 1: 50 hours in air defense
Global Criteria 2: —

Aircraft Service Badge [Bronze]



Experience: 20

In A Round [IAR] Criteria:
15 minutes in aircraftGlobal Criteria 1: —
Global Criteria 2: —

Aircraft Service Badge [Silver]



Experience: 500

In A Round [IAR] Criteria:
15 kills in aircraftGlobal Criteria 1: 25 hours in aircraft
Global Criteria 2: —

Aircraft Service Badge [Gold]



Experience: 1,000

In A Round [IAR] Criteria:
35 kills in aircraftGlobal Criteria 1: 50 hours in aircraft
Global Criteria 2: —

Armor Service Badge [Bronze]



Experience: 20

In A Round [IAR] Criteria:
15 minutes in armored vehicleGlobal Criteria 1: —
Global Criteria 2: —

Armor Service Badge [Silver]



Experience: 500

In A Round [IAR] Criteria:
15 kills in armored vehicleGlobal Criteria 1: 25 hours in armored vehicle
Global Criteria 2: —

Armor Service Badge [Gold]



Experience: 1,000

In A Round [IAR] Criteria:
35 kills in armored vehicleGlobal Criteria 1: 50 hours in armored vehicle
Global Criteria 2: —

Assault Service Badge [Bronze]



Experience: 20

In A Round [IAR] Criteria:
12 kills as assaultGlobal Criteria 1: —
Global Criteria 2: —

Assault Service Badge [Silver]



Experience: 500

In A Round [IAR] Criteria:
20 kills as assaultGlobal Criteria 1: 15 hours as assault
Global Criteria 2: —

Assault Service Badge [Gold]



Experience: 1,000

In A Round [IAR] Criteria:
30 kills as assaultGlobal Criteria 1: 50 hours as assault
Global Criteria 2: —

Collectors Badge [Bronze]



Experience: 40

In A Round [IAR] Criteria:
7 knife killsGlobal Criteria 1: —
Global Criteria 2: —

Collectors Badge [Silver]



Experience: 500

In A Round [IAR] Criteria:
10 knife killsGlobal Criteria 1: 50 knife kills
Global Criteria 2: —

Collectors Badge [Gold]



Experience: 1,000

In A Round [IAR] Criteria:
15 knife killsGlobal Criteria 1: 100 knife kills
Global Criteria 2: —

Commander Excellence Badge [Bronze]*



Experience: 40
In A Round (IAR) Criteria:
30 commander points

Global Criteria 1: —
Global Criteria 2: —

Commander Excellence Badge [Silver]*



Experience: 500
In A Round (IAR) Criteria:
20 minutes as commander

Global Criteria 1: 1,000 commander score
Global Criteria 2: —

Commander Excellence Badge [Gold]*



Experience: 1,000
In A Round (IAR) Criteria:
25 minutes as commander

Global Criteria 1: 4,000 commander score
Global Criteria 2: —

Engineer Badge [Bronze]



Experience: 20
In A Round (IAR) Criteria:
12 kills as engineer

Global Criteria 1: —
Global Criteria 2: —

Engineer Badge [Silver]



Experience: 500
In A Round (IAR) Criteria:
20 kills as engineer

Global Criteria 1: 15 hours as engineer
Global Criteria 2: —

Engineer Badge [Gold]



Experience: 1,000
In A Round (IAR) Criteria:
30 kills as engineer

Global Criteria 1: 50 hours as engineer
Global Criteria 2: —

Engineer Excellence Badge [Bronze]



Experience: 20
In A Round (IAR) Criteria:
8 repair points

Global Criteria 1: —
Global Criteria 2: —

Engineer Excellence Badge [Silver]



Experience: 500
In A Round (IAR) Criteria:
10 repair points

Global Criteria 1: 10 hours using repair tool
Global Criteria 2: —

Engineer Excellence Badge [Gold]



Experience: 1,000
In A Round (IAR) Criteria:
15 repair points

Global Criteria 1: 60 hours using repair tool
Global Criteria 2: 200 repair points

Explosive Gallantry Badge [Bronze]



Experience: 20
In A Round (IAR) Criteria:
10 kills with any explosives

Global Criteria 1: —
Global Criteria 2: —

Explosive Gallantry Badge [Silver]



Experience: 500
In A Round (IAR) Criteria:
15 kills with any explosives

Global Criteria 1: 50 kills with explosives
Global Criteria 2: —

Explosive Gallantry Badge [Gold]



Experience: 1,000
In A Round (IAR) Criteria:
20 kills with any explosives

Global Criteria 1: 300 kills with explosives
Global Criteria 2: —

Medic Excellence Badge [Bronze]



Experience: 20
In A Round (IAR) Criteria:
8 heal points

Global Criteria 1: —
Global Criteria 2: —

Medic Excellence Badge [Silver]



Experience: 500
In A Round (IAR) Criteria:
10 heal points

Global Criteria 1: 10 hours using med hub
Global Criteria 2: —



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Medic Excellence Badge (Gold)



Experience: 1,000

In A Round (IAR) Criteria:
15 heal points

Global Criteria 1: 60 hours using med hub
Global Criteria 2: 400 heal points

Pistol Commendation Badge (Bronze)



Experience: 20

In A Round (IAR) Criteria:
5 kills with a pistol

Global Criteria 1: —
Global Criteria 2: —

Pistol Commendation Badge (Silver)



Experience: 500

In A Round (IAR) Criteria:
7 kills with a pistol

Global Criteria 1: 50 kills with a pistol
Global Criteria 2: —

Pistol Commendation Badge (Gold)



Experience: 1,000

In A Round (IAR) Criteria:
18 kills with a pistol

Global Criteria 1: 300 kills with a pistol
Global Criteria 2: —

Recon Service Badge (Bronze)



Experience: 20

In A Round (IAR) Criteria:
12 kills as recon

Global Criteria 1: —
Global Criteria 2: —

Recon Service Badge (Silver)



Experience: 500

In A Round (IAR) Criteria:
20 kills as recon

Global Criteria 1: 15 hours as recon
Global Criteria 2: —

Recon Service Badge (Gold)



Experience: 1,000

In A Round (IAR) Criteria:
30 kills as recon

Global Criteria 1: 50 hours as recon
Global Criteria 2: —

Resupply Service Badge (Bronze)



Experience: 20

In A Round (IAR) Criteria:
8 resupply points

Global Criteria 1: —
Global Criteria 2: —

Resupply Service Badge (Silver)



Experience: 500

In A Round (IAR) Criteria:
10 resupply points

Global Criteria 1: 10 hours using ammo hub
Global Criteria 2: —

Resupply Service Badge (Gold)



Experience: 1,000

In A Round (IAR) Criteria:
15 resupply points

Global Criteria 1: 50 hours using ammo hub
Global Criteria 2: 400 resupply points

Squad Leader Badge (Bronze)



Experience: 20

In A Round (IAR) Criteria:
10 beacon spawns

Global Criteria 1: —
Global Criteria 2: —

Squad Leader Badge (Silver)



Experience: 500

In A Round (IAR) Criteria:
20 beacon spawns

Global Criteria 1: 300 squad leader success points
Global Criteria 2: —

Squad Leader Badge (Gold)



Experience: 1,000

In A Round (IAR) Criteria:
30 beacon spawns

Global Criteria 1: 600 squad leader success points
Global Criteria 2: —

Support Service Badge (Bronze)



Experience: 20

In A Round (IAR) Criteria:
12 kills as support

Global Criteria 1: —
Global Criteria 2: —



Support Service Badge [Silver]



Experience: 500

In A Round (IAR) Criteria:
20 kills as support

Global Criteria 1: 15 hours as support

Global Criteria 2: —

Support Service Badge [Gold]



Experience: 1,000

In A Round (IAR) Criteria:
30 kills as support

Global Criteria 1: 50 hours as support

Global Criteria 2: —

Titan Combat Excellence Badge [Bronze]



Experience: 20

In A Round (IAR) Criteria:
8 kills on enemy Titan

Global Criteria 1: —

Global Criteria 2: —

Titan Combat Excellence Badge [Silver]



Experience: 500

In A Round (IAR) Criteria:
15 kills on enemy Titan

Global Criteria 1: 30 hours in Titan mode

Global Criteria 2: —

Titan Combat Excellence Badge [Gold]



Experience: 1,000

In A Round (IAR) Criteria:
30 kills on enemy Titan

Global Criteria 1: 60 hours in Titan mode

Global Criteria 2: —

Titan Commander Badge [Bronze]**



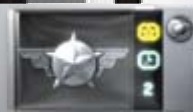
Experience: 40

In A Round (IAR) Criteria:
30 commander points

Global Criteria 1: —

Global Criteria 2: —

Titan Commander Badge [Silver]**



Experience: 500

In A Round (IAR) Criteria:
20 minutes as commander

Global Criteria 1: 1,000 commander score

Global Criteria 2: —

Titan Commander Badge [Gold]**



Experience: 1,000

In A Round (IAR) Criteria:
25 minutes as commander

Global Criteria 1: 4,000 commander score

Global Criteria 2: —

Titan Defense Excellence Badge [Bronze]



Experience: 20

In A Round (IAR) Criteria:
8 kills on your Titan

Global Criteria 1: —

Global Criteria 2: —



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Titan Defense Excellence Badge (Silver)



Experience: 500

In A Round (IAR) Criteria:
15 kills on your Titan

Global Criteria 1: 30 hours in Titan mode

Global Criteria 2: —

Titan Defense Excellence Badge (Gold)



Experience: 1,000

In A Round (IAR) Criteria:
30 kills on your Titan

Global Criteria 1: 60 hours in Titan mode

Global Criteria 2: —

Titan Destruction Achievement Badge (Bronze)



Experience: 40

In A Round (IAR) Criteria:
2 Titan components destroyed

Global Criteria 1: —

Global Criteria 2: —

Titan Destruction Achievement Badge (Silver)



Experience: 500

In A Round (IAR) Criteria:
Destroy final Titan component
(reactor core)

Global Criteria 1: 10 destroyed Titan components

Global Criteria 2: —

Titan Destruction Achievement Badge (Gold)



Experience: 1,000

In A Round (IAR) Criteria:
3 Titan components destroyed,
including reactor core

Global Criteria 1: 40 destroyed Titan components

Global Criteria 2: —

Transport Service Badge (Bronze)



Experience: 20

In A Round (IAR) Criteria:
10 minutes in APC

Global Criteria 1: —

Global Criteria 2: —

Transport Service Badge (Silver)



Experience: 500

In A Round (IAR) Criteria:
5 road kills in APC

Global Criteria 1: 25 hours in APC

Global Criteria 2: —

Transport Service Badge (Gold)



Experience: 1,000

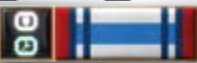
In A Round (IAR) Criteria:
12 road kills in APC

Global Criteria 1: 40 hours in APC

Global Criteria 2: —

RIBBONS

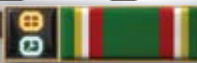
Aerial Service Ribbon



Experience: 500

Criteria 1: IAR: 15 Titan air
drops from air transport
Criteria 2: Global: 25 hours
as air transport pilotCriteria 3: —
Criteria 4: —

Air Defense Ribbon



Experience: 30

Criteria 1: IAR: 5 minutes
in air defense (AA turret,
Titan)Criteria 2: IAR: 15 kills with
air defense
Criteria 3: —
Criteria 4: —

Aircraft Service Ribbon



Experience: 30

Criteria 1: IAR: 10 minutes in
gunship or air transport
Criteria 2: IAR: 20 kills in
gunship or air transportCriteria 3: —
Criteria 4: —

Armored Service Ribbon



Experience: 30

Criteria 1: IAR: 20 minutes in
an armored vehicle
Criteria 2: IAR: 20 kills in an
armored vehicleCriteria 3: —
Criteria 4: —

Combat Commander Ribbon



Experience: 2,000

Criteria 1: IAR: 20 minutes as
commander
Criteria 2: IAR: 40 commander
points (before 2x)Criteria 3: Global: 80 hours
as commander
Criteria 4: —

Crew Service Ribbon



Experience: 50

Criteria 1: IAR: 10 road kills
Criteria 2: Global: 10 hours in
a ground vehicleCriteria 3: —
Criteria 4: —

Distinguished Unit Service Ribbon



Experience: 500

Criteria 1: IAR: 15 teamwork points

Criteria 2: Global: 10 hours as squad member

Criteria 3: Global: 10 hours as squad leader

Criteria 4: Global: 10 hours as commander

European Duty Ribbon



Experience: 50

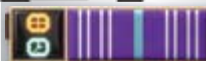
Criteria 1: Played all European maps

Criteria 2: Global: 120 hours as EU

Criteria 3: —

Criteria 4: —

Good Conduct Ribbon



Experience: 500

Criteria 1: IAR: 10 kills (no team kills/damage/vehicle damage)

Criteria 2: Global: 50 hours played

Criteria 3: —

Criteria 4: —

Ground Base Defense Ribbon



Experience: 500

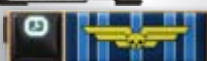
Criteria 1: —

Criteria 2: Global: 200 kills in ground defense

Criteria 3: —

Criteria 4: —

HALO Ribbon



Experience: 20

Criteria 1: IAR: 10 seconds in a parachute

Criteria 2: —

Criteria 3: —

Criteria 4: —

Infantry Officer Ribbon



Experience: 500

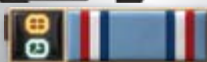
Criteria 1: IAR: 20 minutes as squad leader

Criteria 2: Global: 40 hours as squad leader

Criteria 3: —

Criteria 4: —

Legion of Merit Ribbon



Experience: 2,000

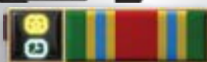
Criteria 1: IAR: 10 kills

Criteria 2: Global: 120 hours played

Criteria 3: Global: 10 best kill streak

Criteria 4: Global: 8 worst death streak

Meritorious Unit Service Ribbon



Experience: 500

Criteria 1: IAR: 18 minutes in a squad

Criteria 2: IAR: 40 team points

Criteria 3: Global: 20 hours in a squad

Criteria 4: —

PAC Duty Ribbon



Experience: 50

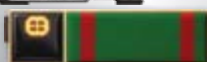
Criteria 1: Played all Asian maps

Criteria 2: Global: 120 hours as PAC

Criteria 3: —

Criteria 4: —

Soldier Merit Ribbon



Experience: 50

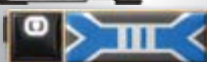
Criteria 1: IAR: 20 kills

Criteria 2: Global: 10 best kill streak

Criteria 3: —

Criteria 4: —

Titan Aerial Defense Ribbon



Experience: 50

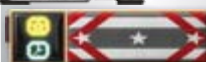
Criteria 1: IAR: 15 kills anti-aircraft kills from Titan

Criteria 2: Global: 10 hours in Titan AA guns

Criteria 3: —

Criteria 4: —

Titan Commander Ribbon



Experience: 500

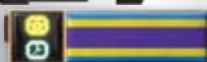
Criteria 1: —

Criteria 2: Global: 25 hours as commander in Titan mode

Criteria 3: —

Criteria 4: —

Valorous Unit Service Ribbon



Experience: 2,000

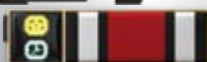
Criteria 1: IAR: 55 teamwork points

Criteria 2: Global: 25 hours as squad member

Criteria 3: Global: 50 hours as squad leader

Criteria 4: —

War College Ribbon



Experience: 2,000

Criteria 1: IAR: 45 commander points (before 2x)















Criteria 2: Global: 60 hours as commander

Criteria 3: Global: 2 win: loss ratio

Criteria 4: —

PINS

** Must be within the enemy Titan radius when the core starts to explode.*

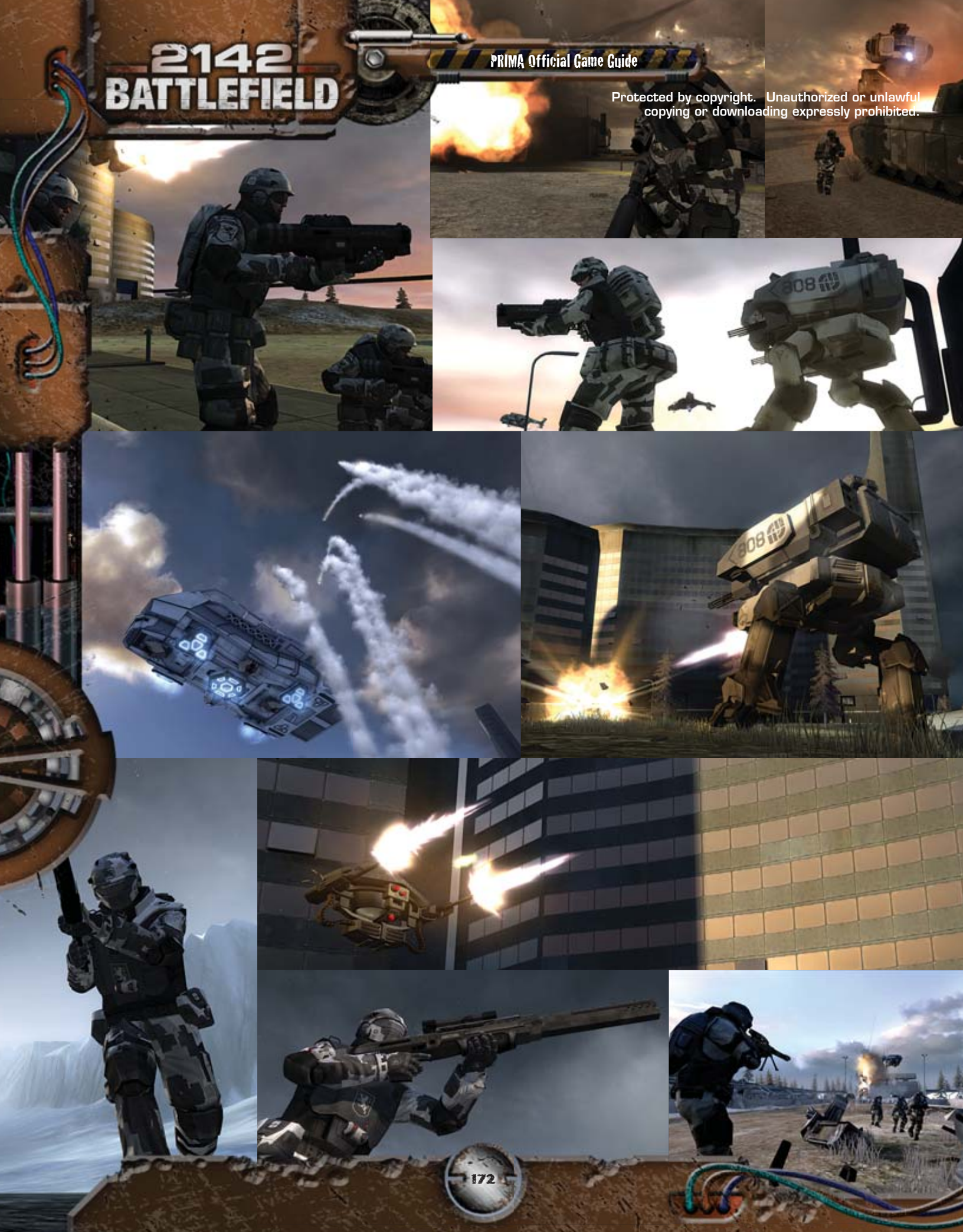
Clear Skies Pin  Experience: 10 In A Round (IAR) Criteria: 10 kills with AA guns (battle walkers, AA guns, Titans)	Close Combat Pin  Experience: 10 In A Round (IAR) Criteria: 10 kills with shotgun	Collectors Pin  Experience: 20 In A Round (IAR) Criteria: Collect 8 dog tags	Combat Efficiency Pin  Experience: 5 In A Round (IAR) Criteria: Kill streak: 5 (kill 5 players before dying)
Distinguished Combat Pin  Experience: 10 In A Round (IAR) Criteria: Kill streak: 10 (kill 10 players before dying)	Emergency Rescue Pin  Experience: 5 In A Round (IAR) Criteria: 8 revives with defibrillator	Explosive Efficiency Pin  Experience: 10 In A Round (IAR) Criteria: 8 kills with explosives (RDX, motion mines, or APM)	Firearm Efficiency Pin  Experience: 5 In A Round (IAR) Criteria: 4 kills with pistol
Infiltrator Pin  Experience: 10 In A Round (IAR) Criteria: 5 headshots with sniper rifle	Problem Solver Pin  Experience: 20 In A Round (IAR) Criteria: Destroy all Titan components	Titan Defender Pin  Experience: 20 In A Round (IAR) Criteria: 7 Titan defend points (7 kills defending your Titan)	Titan Destructor Pin  Experience: 20 In A Round (IAR) Criteria: Destroy all Titan weapons
Troop Transporter Pin  Experience: 20 In A Round (IAR) Criteria: Air-drop 10 players on enemy Titan			
Wheels of Hazard Pin  Experience: 5 In A Round (IAR) Criteria: 5 road kills			



2142 BATTLEFIELD

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ART GALLERY



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