

PRIMA'S OFFICIAL STRATEGY GUIDE

ALSO COVERS

BATTLEFIELD
1942
THE ROAD TO ROME



BATTLEFIELD™ 1942



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BASIC TRAINING

This guide covers the original game as well as the expansion. It includes all 16 original maps, plus 6 new ones. Chapter 20 deals with the Coral Sea multiplayer map released by EA for download in December. Whether you're new to the battlefield or a grizzled veteran, something here is bound to give your team the upper hand in your next game or match. Before you jump in and start blasting away at enemy troops, get a firm grasp on the basics. In this chapter we look at everything from methods of moving across the battlefield to the importance of communications in multiplayer games. Whether this is a refresher course or your first time through boot camp, listen up, soldier. We've got a lot of ground to cover.

Movement & Combat Basics



Review the basics before moving into combat.

Maneuvering on the battlefield means more than getting from one place to another. Before concentrating on where to move, let's take a look at how to move. As in all first-person shooters, it's essential to master the keyboard and mouse controls.

Keyboard commands are used for general movement; the mouse is used for directional facing and firing weapons. To a novice, this combination of devices and controls may seem awkward at first, but it's like riding a bicycle—easy once you get the hang of it.

W, S, A, and D are the fundamental movement control keys, whether you're on foot or in a vehicle. This intuitive interface makes the game easier to jump into and start playing, especially if you're a fan of the genre.

If you're new to this sort of game, it'll take some getting used to. W moves you forward; S moves you back. To walk, hold down the left space while moving. You move more slowly, although that is of no tactical advantage.

To change directions while moving, use the mouse. Move it left to make your soldier turn left; move it right to make him turn right. Move it up and down on the mousepad to make your soldier look up or down. The mouse is important for aiming, because your weapon's crosshairs are in the center of the screen.

Mouse sensitivity can be adjusted with a slider bar in the Options menu. The more sensitive the mouse, the less you need to move it to manipulate your soldier. Newbies should use an insensitive mouse setting—the default setting is adequate. As you become

more experienced, increase the mouse's sensitivity to aim, move, and respond to the combat environment faster.

Strafing



Strafing is useful in urban settings, where enemies hide around corners.

NOTE

Strafing has numerous applications on the battlefield including:

- * **Avoiding enemy fire**
- * **Frustrating snipers with zigzagging movements**
- * **Peeking around corners**
- * **Ducking in and out of cover**

tactic, but it has limited application in this game. Use it only when you're face to face with an enemy soldier. Your lateral movements make you tougher to hit, but at a cost to your accuracy, so the enemy is harder to hit as well. Automatic weapons make hitting your foe a little easier.

Crouching

Crouch on the battlefield—press and hold the left **control**—to hide behind objects such as rocks and low walls. You can move while in a crouch, but you're significantly slower. Still, this can be useful when moving through low-lying area such as trenches or when taking cover below windows in urban settings.

Strafing or sidestepping lets your soldier move laterally without changing the direction he faces. **A** moves him left and **D** moves him right. Strafing is useful on the battlefield, where you want to keep your eyes on your foes at all times—even if you're not moving toward them.

To practice strafing, pick out a reference point in the distance, such as a rock or sandbag. Center the object in your crosshairs and alternately press **A** and **D** while using the mouse to keep the object centered in your crosshairs. Press **W** with either strafe key to move diagonally. This is useful when you want to flank an enemy position, such as a tank or bunker. Always keep your eyes on the threat while maneuvering around it.

Circle-strafing allows you to circle an object or enemy while focusing on it. To practice circle-strafing, pick out a nearby object and center it in the crosshairs. Now press either **A** or **D** to begin moving. While holding down a strafing key, continually move the mouse to keep the object centered in your crosshairs. If you're successful, you move in a circle around the object.

Circle-strafing is a classic first-person shooter tactic, but it has limited application in this game. Use it only when you're face to face with an enemy soldier. Your lateral movements make you tougher to hit, but at a cost to your accuracy, so the enemy is harder to hit as well. Automatic weapons make hitting your foe a little easier.



Crouch to steady your aim.

In combat, crouching also enhances your weapon's accuracy. Every bullet that leaves your weapon's barrel deviates slightly and randomly on its path to the target. At close range, such deviations are barely noticeable, but at intermediate to long ranges, ballistic deviations can mean the difference between a hit and a miss. Crouching helps reduce deviations and improves accuracy. If possible, drop to one knee before opening fire.

Crawling/Prone



Dropping prone, like crouching, improves accuracy. It also reduces your profile even more, making you even harder to see and hit.

Dropping prone also increases your accuracy by reducing ballistic deviation, but no more than crouching does. Still, the lower you are, the harder it is to see and hit you. When you're engaging enemies head-on at long to intermediate ranges, and cover is scarce, always drop prone.

Jumping

Pressing **Space** makes your soldier jump—or at least hop. Don't expect great heights. That gear you're carrying isn't light. The times when jumping is called for are self-explanatory and intuitive on the battlefield. You can jump over low obstacles such as sandbags, walls, and small rocks easily. But don't try jumping over strands of barbed wire—you land right in the middle and incur some damage as you attempt to get out of it.

Dropping flat on your belly presents a lesser target to your enemy, but don't expect to move fast. Crawling is the slowest way to traverse the battlefield, but staying low greatly decreases your chances of getting hit by random or even intentional gunfire. **Z** acts as a toggle between standing and prone positions.

When certain objects are too small or too low to crouch behind—such as the low sandbag walls often found near defensive positions—get total concealment by going prone. But dropping to the ground also limits your field of view. Avoid dropping down in fast-moving battles at close quarters, where speed and constant awareness of your immediate surroundings are essential.

TIP

When playing as the scout or engineer, always crouch or drop prone before firing your one-shot rifle. It takes much less time to set up an accurate lethal shot than to reload after a hasty miss.



If you find yourself flying this high in the air, it's not because you jumped.

You can also hop on vehicles such as Jeeps and tanks as an unofficial passenger—useful when you're stuck in the middle of nowhere and a passing friendly vehicle is already full. You may look silly standing on the hood of a speeding Jeep, but it sure beats walking.

CAUTION

Don't try rocket jumping. An explosive rocket fired at your feet may be enough to propel your soldier through the air in some games, but in *Battlefield 1942* it's just a sure way to inflict damage on yourself. If you set off an explosive charge while standing on it, don't expect to survive the blast, let alone the impact from the fall. But if friendly fire is turned off you won't take any damage from the explosion, just from the fall. Open your parachute on the way down by hitting **[9].**

Swimming

Swimming is the least desirable of all movement, but sometimes it's necessary. When your soldier winds up in a body of water, he can only move forward and backward—the strafe keys do not respond. You can't dive—you're stuck on the surface.

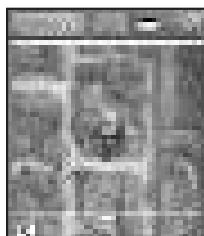
Your weapons aren't accessible until you reach shallow water. Even worse, you can swim only short distances before your health meter begins slowly ebbing away. Over long distances, you eventually drown.

Sometimes you need to swim across a river to capture a control point or surprise the enemy. But most of the time, swimming is the result of ditching your plane over the ocean. If you're stuck in the middle of nowhere with no possible means of rescue, it's better to just give in and respawn rather than waste time trying to make it ashore. Press **[enter]** to bring up the Spawn screen and press Suicide at the bottom. This lets you respawn at a point of your choosing instead of treading water till you die.

TIP

If you're swimming and trying to get in a nearby landing craft, get as close as you can and press **[E] to hop in. All major ships have cargo netting down to the water line, allowing waterlogged troops to climb on board.**

Navigation



The mini-map shows your location, as well as the locations of surrounding teammates.

The maps in *Battlefield 1942* are huge. You need at least rudimentary navigational skills to find your way around. The first way is to use the mini-map in the upper right hand corner of the screen. At the map's center, an arrow icon indicates your position and which direction you're facing—if the arrow is pointing up, for example, you're facing north. The mini-map is useful for seeing your surroundings, map grid coordinates, and nearby friendly troops. Axis troops appear as small red arrows; Allied troops are blue arrows.

For an expanded view of the map, press **[M]**. This shows you the whole battlefield and the positions of all friendly units. Use this map to get an overall view of the battle's status. The fog of war is in effect on all maps, so you can't see enemy positions even when they're within visual range.

Nearby unoccupied vehicles appear as gray icons. Defensive gun emplacements, such as machine guns and AA guns, show up as gray dots. Ammo caches, first aid supplies, and repair facilities don't show up on the maps. You must learn their locations independently.

Weapons Training



Fire from a prone position for increased accuracy and concealment.

Now that you know how to move around the battlefield, take a look at fighting. Each soldier has three basic methods of attack. The first is close combat with a knife—strictly a last-resort weapon when you're low on ammo. If possible, sneak up behind a stationary enemy soldier and attack him with the knife. This works well against enemies manning machine guns.

Slashing with a knife deals instant lethal damage if you're successful, but once the enemy starts moving, successful slashes are harder to come by. If you get caught in a knife fight, use the strafe keys to avoid your foe's lunges while you back away. Then move in for the kill when your opponent's side or back is exposed.

NOTE

In *The Road to Rome* expansion, the engineer's knife has been converted to a rifle-mounted bayonet. The bayonet has more directional thrusting attack and is just as lethal as the knife.

The most common method of attack is with firearms. Soldiers in all classes are equipped with a pistol and some sort of rifle or submachine gun. You may have noticed that while you're moving, the crosshairs in the center of the screen change size. When you move or jump, the crosshairs widen, reflecting the limited accuracy of your weapon.

But when you're standing still, the crosshairs are small, indicating you're in a more stable shooting position with a higher potential for accuracy. Although the crosshairs don't get any smaller when you crouch or go prone, your accuracy increases when you fire from those positions.

For a more precise view of your target, press the right mouse button to get a zoomed-in view. For the scout, this brings up the sniper scope, which you can use to target specific areas of an enemy soldier's body. Headshots are instantly lethal, but the head is a relatively small target, especially at long ranges. Instead, aim for the torso to increase your chances of a hit. A successful hit is indicated by a subtle animation on the crosshairs.

When you've expended a magazine, you have to reload by pressing **R**. Keep an eye on your ammo and reload frequently. You can always pick up more from an Ammo Box.

TIP

To compensate for muzzle climb on automatic weapons, gradually move the mouse downward while firing to keep the target in your crosshairs.



When engaging enemy tanks with grenades, stay low and try to toss the grenades underneath the tank.

When tossing grenades at vehicles, throw them underneath. Throwing a grenade directly at vehicles risks it bouncing back at you before it detonates. It may sound comical, but you won't be laughing when your own grenade blows you up.

Game Play Concepts

Battlefield 1942 is a little different from most team-based first-person shooters and has some unique rules and concepts. Before you dive in to the game, learn the rules and your team's objectives in the battles ahead.

Tickets

Tickets, representing the number of your team's reinforcements, are your team's lifeblood. These ever-changing numbers are prominently displayed in the upper right-hand corner of the screen, just above the mini-map. Every time you die, a ticket is subtracted. The side with the most tickets at the end of the game wins. When your team's ticket count reaches zero, the game ends and your opponents are victorious.

The number of tickets available to each side differs from map to map and can be further adjusted before a game begins. On head-on maps, in general, each side gets the same starting ticket count. On assault maps, the attacking side usually starts with a few more tickets to help offset their lack of starting control points.

All Conquest-based games have six degrees of victory or defeat, determined by the final ticket standings. The more tickets your team has at the end of the game, the better your rating. The following table shows the specifics.

Except for the engineer, all soldiers carry three grenades—the third method of attack. To throw a grenade as far as possible, aim and click the left mouse button. Sometimes, however, you need to toss grenades with less force to make sure they don't bounce off obstacles and land back at your feet.

To throw a grenade with gradual force, press and hold the right mouse button. In the bottom right of the screen, a small meter appears next to the grenade count indicator and starts to fill. The more the meter fills, the greater the force of your throw.

Grenades work best against infantry, but can also be used against vehicles, including tanks.

TIP

If you're out of ammo or grenades, pick up a fallen soldier's gear by pressing **G**. This probably changes your troop kit as well, but it's often easier than scouring the battlefield for an Ammo Box.

Conquest Scoring

RATING

- Total Victory**
- Decisive Victory**
- Minor Victory**
- Minor Defeat**
- Major Defeat**
- Total Defeat**

TICKET COUNT

- 50% or more of friendly tickets remain**
- 25-50% of friendly tickets remain**
- 0-25% of friendly tickets remain**
- 0-25% of enemy tickets remain**
- 25-50% of enemy tickets remain**
- 50% or more of enemy tickets remain**

To safeguard your team's tickets, limit reckless game play. Unlike some first-person shooters, this one penalizes your team for each death regardless of how it occurs. Whether you get blasted by an enemy tank or blown up by your own grenade, your team loses one ticket.

Deaths at the hands of the enemy are expected, but friendly-fire incidents are avoidable and embarrassing when they happen. Exercise caution when your teammates are in the area, especially when explosives come into play. If you're injured, make an effort to get healed, whether that means finding a First Aid Cabinet or calling for a medic.

Most important, avoid pointless suicide attacks. You don't impress anyone by charging into machine gun fire. Use cover and engage the enemy from positions of minimal risk. Value every ticket. You give your team an advantage simply by staying alive as long as possible.

NOTE Suicide attacks aren't always pointless, but before you drive your Jeep into an oncoming tank, consider the costs and benefits. If you're going to sacrifice your life, take out at least two enemies in the process.

Control Points



Some control points include vehicle spawn points, making them valuable and worth defending.

Almost all the action centers on capturing and defending control points—pre-assigned locations of strategic importance that can be controlled by either side. Look at the mini-map in the upper right corner of the screen to see where a battlefield's control points, or expand the map view by pressing **M**. On the map, small flag icons indicate the location of the control points as well as their current state of ownership.

When your team holds a control point, your national flag appears there. If your opponent controls it, your opponent's national flag appears. Control points marked by a gray flag are neutral—not under the control of either side.

As you move closer to these areas, look for flagpoles on the main game screen to spot control points. These are usually in a central spot within bases, villages, and other recognizable fortified positions. Use the mini-map to navigate toward the flagpole. If a control point hasn't been captured or is being contested, no flag appears on the pole.

Capturing a control point provides several advantages for you and your team. Most notably, it provides a new spawn point for your troops. Some control points also offer vehicles and defensive weapons such as AA guns and machine guns. Not all control points are equal: Some feature impressive defenses and vehicle spawn points; others are little more than a flag stuck in the dirt. But that flag in the dirt still counts as a spawn point.

Most of the time you aren't too selective about which control points to take. When you can afford to be picky, study the amenities and defensive possibilities of each position.

Holding a certain number of control points causes your opponent's tickets to start draining away. In head-on maps, you must hold more than half the control points to make this happen.

On assault maps, the attacker's tickets are dwindling from the outset. To stop tickets from disappearing, the attacker must grab at least one control point. Defenders gain a major advantage by holding the attackers at bay. As long as the attackers don't control a point, their tickets continuously evaporate until the game eventually ends.

In general, the more control points your team holds, the greater its chance of winning, because control points provide resources such as tanks and aircraft.

Capturing a Control Point



Stay near the control point's flagpole to convert it for your team.

NOTE Like vehicles, defensive features such as machine guns and AA guns don't appear at a neutral control point. The point must be captured before these items spawn.

Capturing a control point means satisfying two requirements. First, you must be within a certain radius from the flagpole. When you step inside that radius, a white flag icon appears on the right side of the screen. The length of a control point's radius varies according to the game being played. Multiplayer Conquest games generally have the shortest control point radii. Players must remain close to the flagpole to capture the point.

NOTE Bases generally cannot be captured. In head-on maps, each side has a base where troops can always spawn. On most assault maps, attackers have a base but defenders do not. Defenders must maintain their control points to maintain spawn points.

The second requirement for capturing a control point is that no enemy soldiers can be within the control point's radius. As long as soldiers of opposing teams are close to the flagpole, the control point is considered disputed. It can't be captured until one side moves out of the radius or is eliminated.

When the radius is occupied and free of enemy forces, the control point converts to your team's side in about 10 seconds. Comrades can now spawn here. After you capture a control point, keep an eye on the flagpole.

Counterattacks are most likely shortly after a control point changes hands as nearby enemy troops respond to your success.

Defending a Control Point



Control points often have defensive features such as machine guns. Use them to hold back enemy attacks.

A contested control point belongs to no one, so troops can't spawn there. Engage potential attackers before they move within the radius. Immediately after you chase off or eliminate invaders, return to the control point to recapture it.

The Spawn Screen

The Spawn screen pops up at the game's outset, prompting you to select a troop kit and spawn point. Troop kits are listed on the left side of the screen; a large map view monopolizes the rest of the screen. Determine your battlefield role and pick a corresponding kit—assault is the default selection. We talk more about troop kits in the next chapter.

TIP

If you convert a control point, you earn two points on the scoreboard

Press tab to view the standings.

Nothing is as disheartening as losing a control point because nobody stuck around to defend it. You're asking for this if you leave a control point undefended. Even one defender can make a difference. If possible, place a defender behind cover within the critical radius from a control point. As long as one of your teammates remains in the radius, the enemy can't capture the control point.

It can, however, be contested. As a defender, keep an eye on the control point's flag icon in the mini-map. If it turns gray, an enemy soldier has entered the critical radius. Hunt down the invader.

TIP A silent and well-concealed defender within a control point's radius can drive attackers crazy. As long as you stay within the radius, they can't capture the control point. Try not to laugh as they rummage around trying to find you.



The Spawn screen lets you choose your troop kit and spawn point. Access it anytime by pressing **enter**.

After you select a troop kit, choose a spawn point. The availability of spawn points differs according to game, map, and your affiliation. Spawn points, represented by white circles on the map, usually are next to control points, but they can also be found on ships and other areas.

When you've selected a troop kit and spawn point, click the green Done button at the bottom right of the screen. If you click the red Close button instead, your selections are not recorded. Clicking either button removes the Spawn screen, leaving the Time to Spawn indicator at the top of the screen. This indicator reports how many seconds are left until you enter the game.

Access the Spawn screen at any time during the game by pressing **[enter]**. You can then switch spawn points and troop kits, although the changes don't take effect until the next time you die and respawn.

NOTE **Don't confuse the**
Spawn screen with the
regular map view. The
expanded in-game map view
(accessible with **[M]) is similar but does**
not show spawn points.

When choosing a spawn point, take the state of the battle into account. Study the map and respond accordingly. In most cases, spawn close to the action so you don't have to walk half a mile to the nearest enemy.

Sometimes, however, spawning close to the action isn't the best idea. Your team may

need vehicles at the front lines, for example, requiring someone to drive them there from the base. At other times you may need to defend a critical control point or ship.

Keep tabs on the big picture so you can help your team prevail by deploying reinforcements in the right place at the right time.

Game Types

Six different game types can be played in *Battlefield 1942*. Although the game play is similar, each has different elements, rules, and objectives. With the exception of Capture the Flag and Team Death Match, all games use the Conquest-based rule set, which requires each team to reduce its opponent's ticket count to zero.

Single Player

Campaign

The single-player Campaign consists of the original 16 maps, which must be played in order. At the end of each battle, regardless of outcome, the player proceeds to the next map. Campaign is a good way to get familiar with the original maps before playing against human opponents over a network or online.

The AI isn't as skilled or unpredictable as a human opponent, so don't expect to rise to the top of the ranks in a public game even if you rule the battlefield here. *The Road to Rome* maps are not integrated into the single-player Campaign.

Instant Battle

Instant Battle is much like the single-player Campaign. The same AI bots make up your teammates and opponents, but you can select from a list which battle you want to play. *The Road to Rome* maps are available for Instant Battle games.

Multiplayer

Team Death Match

Unlike the objective-based Conquest game, the object in Team Death Match is to kill as many enemies as possible. In most cases, control points are still a large factor. Capturing control points gives your team access to more vehicles, often yielding more deadly fire-power to unleash on the enemy.

This style of game has no tickets. Instead, the numbers at the top of the mini-map reflect each team's kills. The team with the most kills at the end of the game wins.

Team Death Match Maps

- Battle for Anzio
- Battle for Salerno
- Battle of Midway
- Berlin
- Bocage
- El Alamein
- Gazala
- Guadalcanal
- Kharkov
- Kursk
- Monte Santa Croce
- Omaha Beach
- Operation Battleaxe
- Operation Baytown
- Stalingrad
- Tobruk

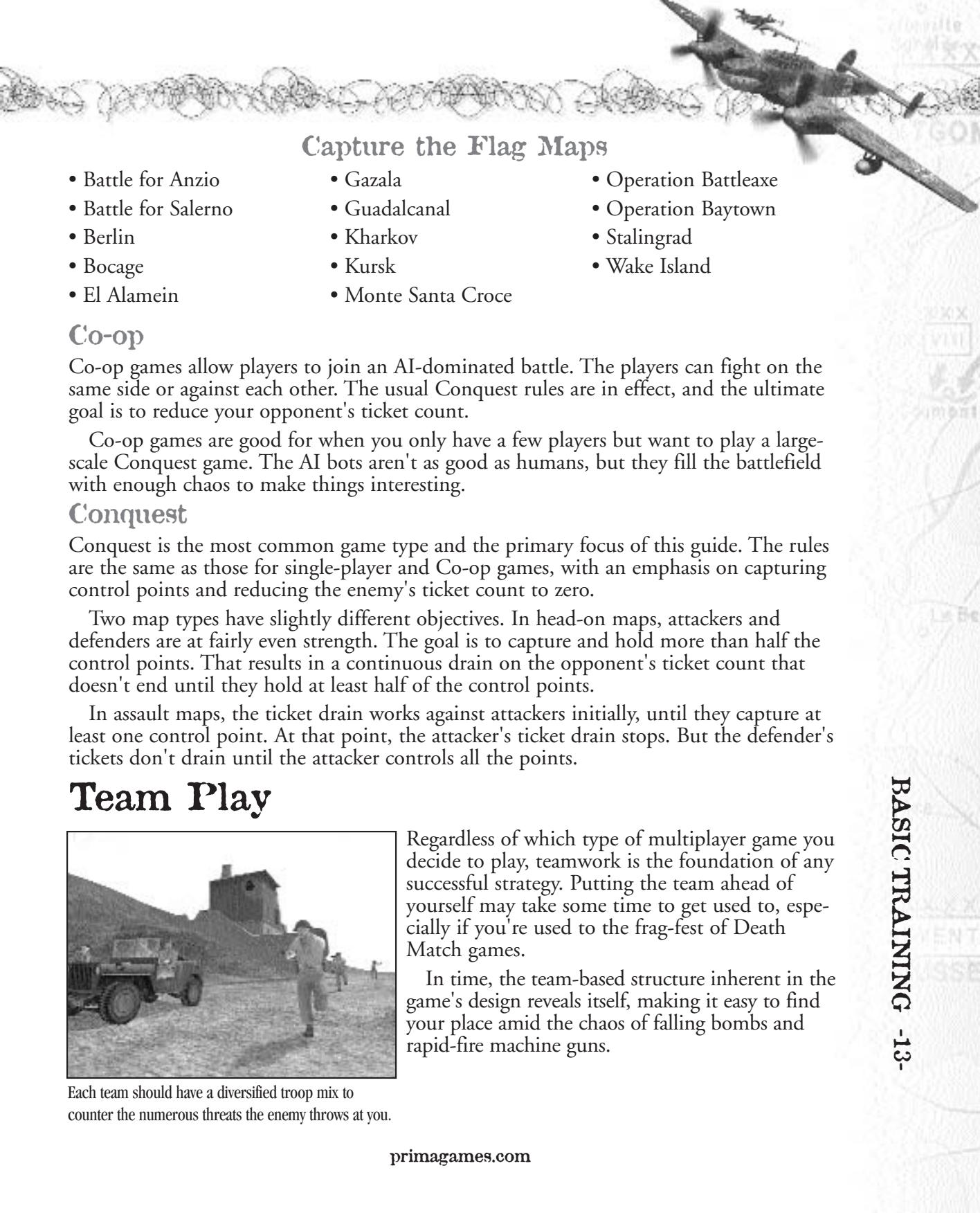
Capture the Flag

As with Team Death Match, Capture the Flag has no tickets. But your team's kill number doesn't determine victory, either. Scoring is based on the number of times your team captures the enemy's flag.

The enemy's flag is usually at the enemy base. To get it, simply touch the flagpole. Return the flag to your base's flagpole to score a point. Note: Your team's flag must be present to get the point.

If you're killed heading back to your base with the enemy flag, you drop the flag. A teammate can pick it up and continue the journey, or an enemy can touch it to return it to the enemy base.

The vehicles provide interest to this style of game, a longtime favorite of online gamers. You can't capture a flag while in a vehicle; you must get out momentarily to capture the flag before escaping with it.



Capture the Flag Maps

- Battle for Anzio
- Battle for Salerno
- Berlin
- Bocage
- El Alamein
- Gazala
- Guadalcanal
- Kharkov
- Kursk
- Monte Santa Croce
- Operation Battleaxe
- Operation Baytown
- Stalingrad
- Wake Island

Co-op

Co-op games allow players to join an AI-dominated battle. The players can fight on the same side or against each other. The usual Conquest rules are in effect, and the ultimate goal is to reduce your opponent's ticket count.

Co-op games are good for when you only have a few players but want to play a large-scale Conquest game. The AI bots aren't as good as humans, but they fill the battlefield with enough chaos to make things interesting.

Conquest

Conquest is the most common game type and the primary focus of this guide. The rules are the same as those for single-player and Co-op games, with an emphasis on capturing control points and reducing the enemy's ticket count to zero.

Two map types have slightly different objectives. In head-on maps, attackers and defenders are at fairly even strength. The goal is to capture and hold more than half the control points. That results in a continuous drain on the opponent's ticket count that doesn't end until they hold at least half of the control points.

In assault maps, the ticket drain works against attackers initially, until they capture at least one control point. At that point, the attacker's ticket drain stops. But the defender's tickets don't drain until the attacker controls all the points.

Team Play



Each team should have a diversified troop mix to counter the numerous threats the enemy throws at you.

Regardless of which type of multiplayer game you decide to play, teamwork is the foundation of any successful strategy. Putting the team ahead of yourself may take some time to get used to, especially if you're used to the frag-fest of Death Match games.

In time, the team-based structure inherent in the game's design reveals itself, making it easy to find your place amid the chaos of falling bombs and rapid-fire machine guns.

Know Your Role



The engineer's job isn't as glamorous as some, but his supporting role is invaluable.

Don't etch your role on your back with ink, either. A flexible soldier can jump into any situation and provide the appropriate response to further his or her team's success. But the selfless mumbo-jumbo only goes so far. It's also important to stay alive. Tickets are your team's lifeblood. Every foolish mistake, regardless of how well intentioned, costs your team tickets.

TIP

Work in groups of two or three and stick together throughout the battle. Keep an eye on your teammates and don't hog vehicles—go out of your way to pick up friendly troops on your way to the front lines.

Get Organized

Online multiplayer games often are rife with lone-wolf tactics. Organizing a team strategy with a bunch of strangers is never easy, so get acquainted with your teammates off the battlefield in independent chat rooms and forums. Use these areas to discuss tactics and strategies.

The *Battlefield 1942* community is full of clans and similar organizations emphasizing tournament-style play. Serious players may want to look into joining a clan or starting one. Most clans offer an organized command structure, providing a sense of order and a hierarchy. A few key leaders formulate a team strategy while the rest of the team carry out the orders.

Clans often meet online for practice skirmishes to test new strategies. Practicing is an important part of team play, because it allows the team members to get a feel for the map, strategy, and their teammates before a real match. Spend as much time as you can practicing as a team. Nothing is quite as fulfilling as laying waste to an opposing team in record time thanks to preparation and flawless execution.

TIP

When shopping around for a clan, find players within your general geographic region. This speeds up Internet play, and being in the same or adjacent time zone makes scheduling practices and matches much easier.

Communications



Radio commands are listed at the top of the screen, providing a complex set of canned phrases.

You also can type messages while you are waiting to spawn, either while waiting for a battle to begin or during the battle.

TIP

To continue moving while you chat with other players, hold down **[W]** while pressing either **[K]** or **[L]**. Your soldier moves forward as you type. This is particularly useful in airplanes, where you must keep the throttle engaged to stay airborne.

To operate effectively as a team, you must communicate with your teammates. *Battlefield: 1942* has two ways to communicate.

You can chat with other players by typing in a brief message. If you want the message relayed to all players, press **[K]** to bring up a text box and type in your message. If you only want your team to see the message, press **[L]** to bring up the box. When you have completed your message, press **[enter]** and it appears in the upper left corner of the screen for the appropriate players.

Keep these text messages brief, because other players don't have much time to look at them.

In the heat of battle, it can be time-consuming and even dangerous to take time to type out a message. The game includes radio commands that can be sent to your teammates with only a couple of keystrokes. Radio messages appear as text in the upper left corner of the screen and can be transmitted verbally in the team's language.

Radio Commands

Confirm

- [F1] [F1]**—Roger
- [F2] [F2]**—Negative

Request

- [F2] [F1]**—Requesting pickup
- [F2] [F2]**—Requesting reinforcements
- [F2] [F3]**—Requesting anti-tank support
- [F2] [F4]**—Requesting naval support

[F2] [F5]—Requesting air support

[F2] [F6]—Artillery ready for barrage

[F2] [F6]—Requesting armored personnel carrier support

Spotted

- [F3] [F1]**—Armor spotted!
- [F3] [F2]**—Infantry spotted!
- [F3] [F3]**—Unit spotted!

- Ship spotted!
- Submarine spotted!
- Airplane spotted!
- Scout spotted!

Defend/Attack

- Defend or Attack a specific control point.
- Defend or Attack the control point closest to the soldier giving the command.

NOTE

The Defend/Attack command is Defend or Attack depending on whether your team controls the point or not. Each control point has a number. Type , then another key to select a point. See the battle walk-throughs for a listing of keys for each control point.

Confirm

- Defending
- Attacking
- Roger
- Negative

Alarms

- Wait
- Fire
- Hold fire
- Fire in the hole
- Medic! (Or, if in a vehicle, Need repairs!)

- Take cover!

- Bail out!

Tactics

- Cover me.
- Hold this position.
- Go for the enemy flag.
- Fall back.
- Stick together (or, if in a vehicle, Get in).
- Follow me.
- Go! Go! Go!

Cancel

- Cancel radio command before sending.

Always acknowledge a command to let the sending player know you have received it. After giving a command, wait for a response to make sure someone received it. Don't just order someone to cover you and then run out. Wait and see if someone covers you. For a quick response, use the commands.

When a command is given, the mini-map provides cues to help you orient the order. If someone calls for a medic, for example, all medics for that team see a yellow blip on the mini-map showing the location of the soldier in need of treatment. If a soldier spots an enemy, the position of the soldier (not the enemy) is a cue for the rest of the team to see.

Keep the communication channels open and share information with your teammates. Proper communication is the difference between victory and defeat.

CAUTION

Be careful of information overload. Use radio commands for their intended purpose. If you overuse them, your teammates may ignore you. They're fighting a battle as well.

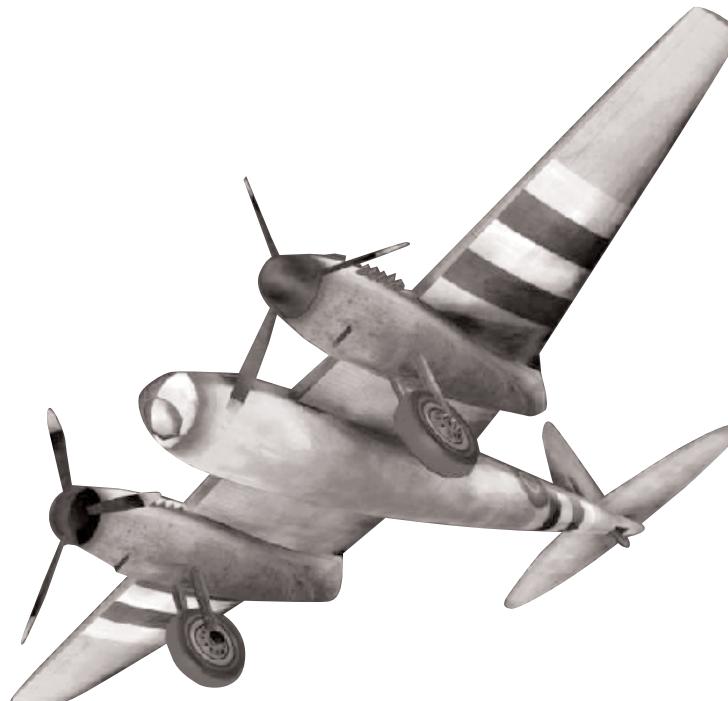
Improvise, Adapt, and Overcome

Even the most elaborate, well-thought-out battle plans can fly out the window once the shooting starts. Battlefield conditions are always changing, and your team's ability to adjust strategy and tactics with the ebb and flow of the conflict decides whether your team ends up the winner or the loser.

If a tactic or strategy isn't working, regroup and try something else. AI bots may fall to the same old frontal assaults, but your human opponents aren't fooled so easily. Stop throwing valuable resources into the meat grinder and come up with something new! Look for weaknesses and exploit them.

Enemy concentration in one area of the map often leaves another area open. Surprise attacks often turn the tide in tightly contested battles. By hitting the enemy where they least expect it, you turn the tables and force them to adapt their strategy to your latest move. Stay one step ahead by analyzing your own weaknesses and devising contingency plans.

The ultimate goal is to disorganize totally the enemy's forces while holding your team together through clear and concise communications. The team that falls apart first is usually the team that loses.



TROOP KITS, WEAPONS & SUPPLIES

Five troop kits are available to all players. There's no answer as to which one is best. Each troop kit is specialized and has its own strengths and weaknesses. What's best depends on the tactical situations you face as the battle progresses.

Don't use a scout against an onslaught of enemy armor, for example, and don't use an anti-tank kit to fire at a handful of troops on a distant hill. Monitor the strategic situation and tailor your weapon or weapons to your team's tactical needs.

In this chapter, we take a closer look at each troop kit as well as the mountable gun emplacements on the battlefield.

Scout

Pros: Unparalleled long-range marksmanship capability; can provide targeting coordinates for artillery

Cons: Slow fire and reload; vulnerable during close combat



Scout Inventory

KEY	WEAPON	MAG. CAPACITY	AMMO COUNT	RANGE
[1]	Knife	N/A	N/A	Short
[2]	Colt/Walther P38	8/8	32/32	Short
[3]	No 4 Sniper/K98 Sniper	5/5	15/15	Long
[4]	Grenade	N/A	3	Short-Intermediate
[5]	Binoculars	N/A	N/A	Long

Scouts have two jobs on the battlefield: sniping and artillery spotting. Both tasks require the scout to stay away from the battle and observe from a distance. His job may sound boring, but an effectively used scout is an integral part of your team's strategy.

Concealment

One rule all scouts should live by is concealment. First, move without drawing attention to yourself. Avoid the roads, paths, and thoroughfares used by your teammates; take the road less traveled.

Before taking off into the wilderness, decide where you want to go. Scan the map for good areas within view of control points or chokepoints. Bridges are good places to find large concentrations of enemy troops and vehicles.

When you have a potential target picked out, look for spots around it that provide good cover. Choose a spot that's out of visible range—all you want to see through your scope are silhouettes. Stay far away to reduce the risk of being seen. Even if you're spotted, the distance gives you an opportunity to escape before the enemy can close in.

When picking a sniping or scouting spot, take into account how your position appears to the enemy. Break up your outline to make yourself harder to see—drop prone amid rocks or bushes, for example. The object you're hiding behind may or may not provide protection from enemy fire. The important thing is to keep your foe from seeing you and firing on you.

At longer distances, keep something behind you, as well. Rocks, trees, and the sloping face of a hill can break up your outline so you don't create an identifiable silhouette. This is important when firing from hills and other elevated positions.

Never take up a position at the crest of a hill. The view may be great, but soldiers below can look up and see your outline against the sky—an easy target.

Keep something in front of you for protection and something behind you for concealment. The enemy will have a hard enough time seeing you, let alone hitting you.

Sniping



When sniping, drop prone for increased accuracy and better concealment.

TIP

Equip your pistol when moving from one place to another, to help you survive any close-quarters engagements you run into.

Many newcomers are lured to the scout troop kit by idealized notions of engaging unsuspecting enemies at long range. But sniping in *Battlefield 1942* is tougher than lining up the crosshairs and pulling the trigger. You have to take distance into account, as well as the target's direction of movement and speed.

As a complication, the scope's view moves with each breath you take. After a few misses, players looking for more intense action give up on the scout and switch to a different troop kit.

NOTE

Holding down the left mouse button after firing keeps the scope view up, allowing you to see the results of your shot. Headshots are fatal.

Bullets that hit elsewhere on an enemy's body aren't lethal unless the enemy has already taken damage.

Study the nuances of this specialty to log several kills per game without difficulty. First, be patient. It may take a while for that first target to come into view.

As a beginner, find a stationary target—machine gun operators are great. Aim for the head and fire. Positioned soldiers are rare, however. Most enemies run around. Follow a mobile enemy through your scope and don't fire till he stops.

If you're up to a challenge, try to hit him while he's running. You must lead a moving target—aim ahead of the target, in the direction he's moving. You're making the target and your bullet reach the same spot at the same time. This takes plenty of practice.

Your bullets are better invested on stationary or slower-moving targets. If you follow an enemy soldier through your scope long enough, he stops or drops prone. Use this opportunity to get off an accurate and lethal shot.

Artillery Spotting



Use the binoculars for artillery spotting. Click the left mouse button to transmit your coordinates to artillery gunners.

Each time you send targeting information, you reset the targeting view for your artillery-manning teammates, causing them to silently (or not so silently) curse your name.

Don't target areas too close to your own position. Even if you think you're safe, take cover—the first few artillery shots are erratic until the artillery gunner finds the correct range. At the end of the bombardment, either re-target the same area or find a different spot to focus a new barrage of shells.

Depending on the availability of artillery, your scout may provide better support for your team as an artillery spotter. Use binoculars to spot. Raise them by pressing **5**. The right mouse button brings up the zoomed-in view, with magnification similar to that of the sniper scope. Use it to spot potential artillery target areas. When you find a good spot, press the left mouse button to send the targeting info to your team's artillery personnel.

Target general areas, rather than individual mobile units. As in sniping, focus fire on high-traffic areas such as bridges or narrow canyons. Targeting information lasts for 60 seconds or as long as the scout is alive. Don't continuously designate a target—you only need to do it once.

Assault

Pros: Well-rounded kit; powerful assault rifle with impressive range, power, and rate of fire

Cons: Lacks specialization; heavy recoil impedes accuracy during automatic fire; limited anti-tank capability



Assault Inventory

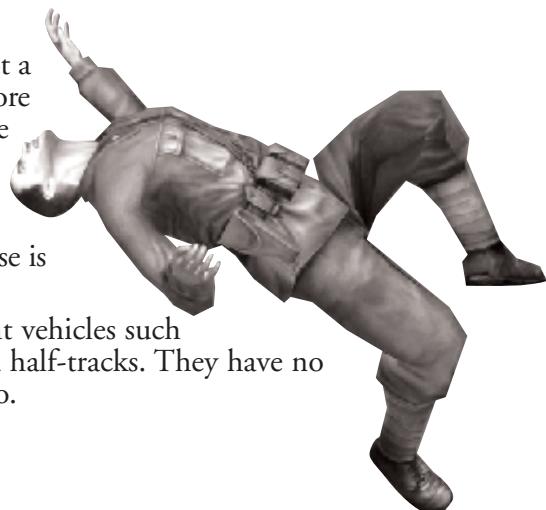
KEY	WEAPON	MAG. CAPACITY	AMMO COUNT	RANGE
1	Knife	N/A	N/A	Short
2	Colt/Walther P38	8/8	32/32	Short
3	BAR1918/StG44/Breda	20/30/20	100/150/100	Short-Long
4	Grenade	N/A	3	Short-Intermediate

The assault kit is the default choice and fills its role well. The primary weapons available to both sides are superior in terms of versatility. These assault rifles are capable of engaging enemies at both close and long range with ease.

The rate of automatic fire, however, makes these weapons difficult to aim. Use them in short two- or three-round bursts. Longer bursts can cause the weapon—particularly the BAR—to buck wildly out of control. Watch the crosshairs grow the longer you hold down the trigger.

For long-distance shots, click the right mouse button for a zoomed-in view. It's not a sniper scope, but it shows your target in more detail. If properly sighted, these rifles can be as deadly and accurate as the sniper rifles. Given time to line up your sights, you can pull off a headshot at long range. Even if your shots land lower, the damage they cause is substantial.

These weapons are effective against light vehicles such as cars, artillery, planes, landing craft, and half-tracks. They have no effect on tanks, so don't waste your ammo.



Frontline Combat



The assault kit is great for spearheading attacks.

bouncing back at you, but the tank itself also shields you from the explosion when the grenades detonate.

When attacking enemy positions or defending a control point, the assault kit is your best choice—especially when you're not sure what you're facing. In toe-to-toe infantry combat, the assault kit has an advantage. Use the primary weapon's superior firepower to engage enemy troops at long range.

You can also use your grenades to great effect against both infantry and tanks. When taking on tanks, stay prone—if you're close enough, the tank's guns can't depress enough to target you. Toss grenades at the rear of the tank, where the armor is weakest. Throw your grenades beneath the tank. This not only keeps your grenades from

Anti-Tank

Pros: Awesome anti-tank capability

Cons: Too specialized; poor anti-infantry performance



Anti-Tank Inventory

KEY	WEAPON	MAG. CAPACITY	AMMO COUNT	RANGE
1	Knife	N/A	N/A	Short
2	Colt/Walther P38	8/8	32/32	Short
3	Bazooka/Panzerschreck	1/1	6/6	Short–Intermediate
4	Grenade	N/A	3	Short–Intermediate

The anti-tank troop kit is the most specialized, but you find use for it in a game filled with ground vehicles. Both the bazooka and Panzerschreck fire explosive anti-tank rounds. These rounds hit a solid object with a shaped charge that forces the explosive impact forward for enhanced ability to penetrate thick armor.

The explosion does produce a bit of splash damage, but the blast radius is nothing like that of a grenade. If you use one of these rockets against infantry, you have to score a direct hit to produce lethal results. The pistol and grenades are better choices for taking on enemy troops.

Use the anti-tank weapon at short range. Otherwise, you have to compensate for distance by aiming high. During its flight toward the target, the rocket drops, and finding the right arc requires trial and error. Close in on the target or wait till it moves within acceptable range.

Anti-tank soldiers can only carry six rounds at a time. Make each shot count, especially if there are no Ammo Boxes or half-tracks around to resupply you.

Tank Stalking



Use cover, and pop up long enough to fire. Then drop to reload.

Vehicle side armor is lighter than the front but stronger than the rear. Side shots are a good compromise when you're pinned down or can't maneuver to get a rear shot.

The game also takes into account the angle of the attack—perpendicular attacks produce the most penetration and damage. Square up your sights and hit a flat surface to give the anti-tank round the shortest path through the armor plating. Glancing shots do damage, but not as much as shots that strike at right angles to the target armor.

TIP

It takes a long time to reload anti-tank ammo. If you hop into a vehicle before a rocket is loaded, you'll get out with an empty launching tube.

TIP

Set up anti-tank ambushes by hiding behind rocks or other objects until an enemy tank moves within range. Wait till it passes, then hit it from behind.

Medic

Pros: Ability to heal self and others; well-rounded weapons kit; tolerable recoil

Cons: Submachine gun lacks power and range



Medic Inventory

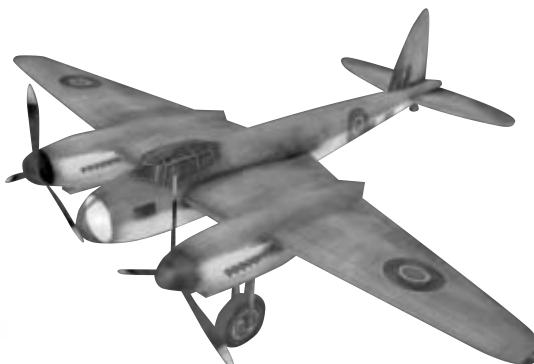
KEY	WEAPON	MAG. CAPACITY	AMMO COUNT	RANGE
[1]	Knife	N/A	N/A	Short
[2]	Colt/Walther P38	8/8	32/32	Short
[3]	Thompson/MP40/ MP18/Sten	30/32/32/32	150/160/ 160/160	Short—Intermediate
[4]	Grenade	N/A	3	Short—Intermediate
[5]	First Aid Kit	N/A	N/A	Short

The medic is often overlooked as a combat option, but in many situations is as effective as an assault soldier. The difference is the range and power of their primary weapons. The submachine guns provide accurate firepower at short and intermediate ranges with minimal recoil. At longer distances, accuracy decreases.

They also lack the knockdown power of the assault rifles. Headshots are the way to go, but it takes more rounds to drop an enemy soldier with hits in the torso or limbs.

If an assault soldier and medic come face-to-face, the assault soldier has the firepower advantage. But the medic's ability to heal makes up for this shortcoming.

NOTE The medic's submachine gun cannot penetrate tank, artillery, or half-track armor. It can, however, damage cars and airplanes.



Healing



If injured, use the radio commands (F6) then (F5) to call for a medic. Stay out of enemy fire and wait for a medic to respond.

As a medic, you can see your teammates' health status, as indicated by a percentage in parentheses after the player's name tag. If the number indicates less than 100 percent, you can heal the player.

To heal a team member, approach them with your first aid kit (5), then press and hold the left mouse button. The longer you hold it, the more your teammate's health increases. Your ability to heal has a limit, indicated by a vertical meter on the bottom right-hand corner of the screen. The more you heal, the lower this meter drops. It replenishes itself over time, but you have to wait a minute before a depleted meter reaches full capacity.

You don't have to face teammates to heal them. A group of injured soldiers can surround a medic to mooch health. Nearby soldiers are healed first, so if you need to heal yourself, back away from injured teammates and press the left mouse button.

The Medic Commando

The medic's ability to heal himself and others makes this kit useful for paratrooper operations and other missions behind enemy lines. A small team of medics accompanied by an engineer or two can cause havoc at lightly defended bases and control points.

Use vehicles to move quickly into enemy territory—parachuting from airplanes works well. Regardless of the method of transportation, stay out of sight and advance on enemy positions from different directions. The maps are huge, providing many avenues to sneak up on enemy positions.

Avoid engaging enemies unless they spot you. You'll be surprised how far you can go if you stay low and out of sight. As you approach the target area, drop prone and begin reconnaissance—look for defenders and any troops that spawn. When all looks clear, move in slowly from multiple directions. Hold your fire as long as possible and leapfrog from one covered position to another—the closer you get, the more accurate are your submachine guns.



A small group of medics and other troops can pull off raids behind enemy lines.

Whether your target is a control point or defensive position, secure the area. Scour nearby buildings, bunkers, and other structures for hiding spots. If it's a control point, get one soldier to the flagpole as soon as possible to contest it, thus preventing fresh enemy troops from spawning nearby. Begin structure searches by tossing grenades through doors or windows and following with automatic weapons at the ready.

When the target area is secure, take up defensive positions to ready yourself for a counterattack. A team of three or four medic commandos can knock over most rear control points, but they have a hard time defending. Make sure reinforcements spawn into place. When the area is well defended, send your commando squad on another stealthy mission.

TIP

The medic is useful for boarding operations on enemy ships—especially aircraft carriers. Use medics to gun down AA gunners and other crew members, using the ship's ammo supplies to restock bullets and grenades.

TIP

Soldiers are equipped with parachutes. Deploy whenever a soldier is falling from considerable heights by pressing **9. If you drive your Jeep off a steep cliff, you can bail out (**E**) and parachute to safety.**

Engineer

Pros: Can repair vehicles and equipment; explosives expert; a defensive necessity

Cons: Limited firearms capability



Engineer Inventory

KEY	WEAPON	MAG. CAPACITY	AMMO COUNT	RANGE
1	Knife/Bayonet*	N/A	N/A	Short
2	Colt/Walther P38	8/8	32/32	Short
3	No 4/K98	5/5	20/20	Intermediate-Long
4	Explosive Pack	N/A	4	N/A
5	Land Mine	N/A	4	N/A
6	Wrench	N/A	N/A	Short

* Bayonet available to engineers in *The Road to Rome* expansion

The engineer kit is one of the hardest to play with, yet among the most rewarding. Engineers' ability to set traps, sabotage enemy equipment, and singlehandedly stifle enemy advances makes them extremely valuable. In addition to their explosives expertise, they can be used to repair vehicles—what the medic is to ground troops, the engineer is to vehicles.

But like all combat kits, engineers have a weakness. The single-shot bolt-action rifle they carry is essentially the same as the scout's sniper rifle without the benefit of scope magnification. The rifle provides plenty of power, but its rate of fire is slow because of its long reloading process. It's also hard to engage infantry at close range, putting the engineer at a disadvantage in close combat. Like scouts and anti-tank soldiers, engineers should rely on the pistol when the action gets too close for comfort.

TIP

The engineer's rifle is powerful and accurate. Crouch and use the zoomed-in view (right mouse button) to get a closer view of your target before firing. Go for the head every time—not only does this produce lethal results, but it also prevents the target from counterattacking while you reload. Because of its slow rate of fire, use the rifle only at intermediate and long ranges. Switch to the pistol in closer engagements.

Explosives



You can place only nine mines at one time.

The engineer carries two types of explosives: the explosive pack and the land mine. They differ in function, but are deployed the same way. Select the explosive of choice and press the left mouse button to drop it. You can toss explosive packs farther, but you can't lob them like grenades.

Don't worry about stepping on land mines. They can only be detonated by a vehicle, and it is possible to drive over a land mine very slowly without detonating it. Let your teammates know where you place them—land mines don't differentiate between friend and foe.

Explosive packs are detonated by the engineer who placed them, using a remote plunger. This remote plunger automatically appears in the engineer's hand when you have placed all explosive packs. To bring it up earlier, click the right mouse button.

When you've placed the engineer's explosive packs or land mines, run to an Ammo Box and stock up on more. The engineer can deploy nine explosive packs and nine land mines at any given time. If you attempt to place a tenth land mine, the first mine you deployed disappears.

If you die, the land mines you placed linger for 30 seconds, but explosive packs disappear. Stay alive! The shelf life of explosives isn't dependent on your survival, however. Explosive packs detonate independently four minutes after they're placed; land mines disappear after six minutes. Keep your explosives fresh.

To pick up old explosives, crouch next to them and use the wrench. This removes the explosive from the battlefield and places it in your inventory. This technique works on all explosives whether deployed by friends or enemies, making the engineer useful for neutralizing traps and minefields.

TIP

You cannot toss explosive packs far, but you can enhance their range by rolling them down hills and against your target before you detonate them. This works during ambushes.

Repair



Keep your eyes open for damaged vehicles and repair them with your wrench.

Repair capability is indicated by a vertical meter next to the wrench icon.

It takes about a minute and a half for an engineer's repair capability to fully regenerate. Anything that can take damage can be repaired, so keep your wrench in hand while looking for damaged equipment and vehicles.

Defensive Techniques

Chokepoints are an engineer's best friend. Chokepoints are bottlenecks on the map that force ground units to converge into narrow spaces. Bridges and canyon roads are the most common chokepoints. Placing mines and explosive packs in these areas shuts down enemy traffic.

NOTE

If you're aboard a ship, you can conduct repairs from any position. If you're on an enemy ship, your explosive packs don't do damage. But you can place land mines on the flight deck, posing deadly obstacles to taxiing and landing aircraft.



Bridges are great places to lay mines and other explosive traps.



Use mines to destroy enemy vehicles and reserve your explosive packs for infantry. As the explosives detonate, keep replacing them with new ones. Hide near the chokepoint (next to an Ammo Box) and run out between assault waves to plant fresh explosives. Get cover from your teammates while you work.

Stagger the placement of your mines and explosive packs to catch any units that break through. With proper support, one or two engineers will have no problem stopping even the heaviest assaults on chokepoints.

CAUTION

Mines explode even if the vehicle straddles them. If it moves slowly enough, a vehicle can drive over a mine without detonating it. But coming to a stop and moving slowly over a mine leaves a vehicle open to attacks.

Firearms Comparison Chart

WEAPON	AFFILIATION	TROOP KIT	NATIONALITY	MAG. CAPACITY	AMMO COUNT	EFFECTIVE RANGE
Colt	Allies	All	All Allies	8	32	Short
Walther P38	Axis	All	All Axis	8	32	Short
No 4	Allies	Engineer	UK & US	5	20	Intermediate–Long
K98	Axis	Engineer	All Axis	5	20	Intermediate–Long
No 4 Sniper	Allies	Scout	All Allies	5	15	Long
K98 Sniper	Axis	Scout	All Axis	5	15	Long
Thompson	Allies	Medic	UK & US	30	150	Short–Intermediate
MP18	Axis & Allies	Medic	Japan & USSR	32	160	Short–Intermediate
Sten*	Allies	Medic	Free French	32	160	Short–Intermediate
MP40	Axis	Medic	German & Italian	32	160	Short–Intermediate
BAR1918	Allies	Assault	All Allies	20	100	Short–Long
StG44	Axis	Assault	German & Japan	30	150	Short–Long
Breda*	Axis	Assault	Italian	20	100	Short–Long

* New to *The Road to Rome* expansion

Gun Emplacements

Infantry can access four gun emplacements by pressing **E**. Each gun has a health bar, meaning it can be damaged and destroyed by explosives. Use engineers to repair guns.

Machine Guns



The Allied Browning machine gun.



The Axis MG42.

Machine guns are the most common gun emplacements. They're found near control points and bases and are used to supplement defense. With their rapid fire and incredible penetration power, machine guns are effective against both infantry and lightly armored vehicles. You can even use them against low-flying airplanes.

There are two types of machine guns: the Allied Browning and the Axis MG42. Despite their different appearances, they function identically. To fire, press and hold the left mouse button, using the crosshairs and tracer rounds to aim. As with any automatic weapon, the longer you hold down the trigger, the less accurate the weapon becomes. Machine guns also overheat when fired for long durations. If this happens, the weapon is inoperable for three seconds while it cools.

To increase accuracy and limit overheating, fire in short controlled bursts. When defending with a machine gun, don't stand behind it for extended periods of time. You can't move or crouch while operating the gun, so you're a sitting duck for snipers and other attackers. The muzzle flashes also make you an easy target, and the immense amount of lead you dispense makes you a desirable target.

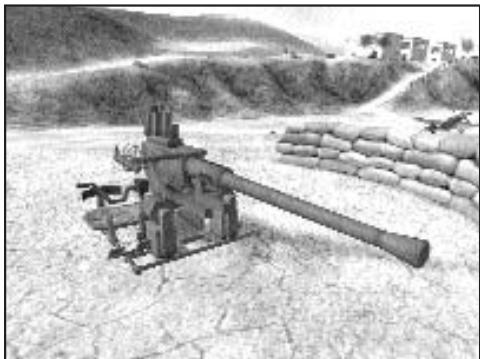
Fire for a few seconds, then move out of the machine gun position. This may not keep you safe, but it makes you harder to hit. If you approach a machine gun and cannot get it to function, even after pressing **E**, it's destroyed. Destroyed machine guns disappear and respawn in a few seconds.

To destroy a machine gun, use explosive packs and grenades, unless you have something more powerful at your disposal.

NOTE

Mounted machine guns never run out of ammo, but keep an eye on the vertical heat meter next to the weapon icon. As the heat climbs, limit continuous firing in favor of short bursts.

AA Guns



The Allied AA gun.



The Axis AA gun.

The game has two types of AA guns: the Allied AA gun and the Axis AA gun. The Allied AA Gun has a round targeting reticle; the reticle on the Axis version is rectangular. They operate the same, but the Allied version has a superior field of vision.

Either AA gun can shoot down aircraft. This emplacement can rotate 360 degrees and continuously fire flak. The shells travel a certain distance, then explode, producing a black cloud of flak—little pieces of shrapnel capable of penetrating an aircraft's wings and fuselage.

Lead your target, producing a massive cloud of flak ahead of it on its flight path. Your field of vision is limited while sitting behind an AA gun, so rely on your ears and the mini-map to locate nearby enemy aircraft. The game's stereo sound effects make it easy to hear an approaching plane—this is intensified if you are wearing headphones. If you hear the buzzing of a plane to the left, rotate left.

Look at the mini-map, too. Friendly planes appear here, making it easier to differentiate between friend and foe. If a plane is dead ahead and does not appear on your mini-map, it's an enemy. Fire away!

AA guns are also effective against vehicles, especially tanks. Although anti-aircraft artillery isn't designed to penetrate tank armor, consecutive hits chip away at even the heaviest tank's front armor, reducing it to a flaming hulk in seconds.

As in most gun emplacements, you're open to enemy fire while sitting in an AA gun. Keep an eye out for enemy scouts and other troops attempting to knock you out of your seat. The AA gun isn't effective against infantry, but a direct hit is more than enough to bring down an enemy soldier at close to intermediate range.

NOTE

You cannot destroy AA guns on aircraft carriers, but you can shoot or bomb the gun operators. The ship absorbs explosive damage.

Coastal Artillery Emplacements



Coastal artillery emplacements are designed to defend against ships, and are on the Pacific islands as well as in other battle areas along coastlines. These guns face out to sea and can rotate 180 degrees, giving them the ability to target shore areas, as well.

The structure resembles a steel turret atop a concrete bunker. Access is through a rear doorway. A soldier enters this dark area beneath the gun and presses **E**. Pressing the left mouse button fires a shell; the mouse rotates and adjusts barrel elevation. As with any artillery piece, you must

experiment with range to hit your intended target.

For precise targeting, the gun has an indirect fire mode that uses targeting coordinates provided by a scout. To enter indirect fire mode, click the right mouse button. We'll discuss this mode in greater detail in the next chapter.

The most direct way to destroy a coastal gun is to target the steel turret with shells or explosive rounds. But if you get troops onshore behind it, throw grenades or an explosive pack through the back door. The coastal position has 500 shells, and can't be resupplied by a half-track. If you run out of ammo, destroy the emplacement and wait for a new one to spawn in its place.

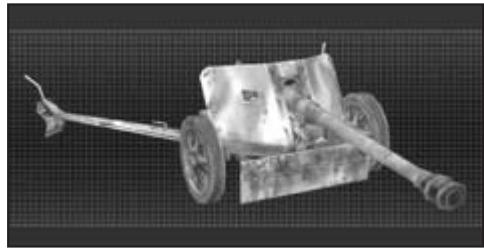
TIP

If you're having difficulty seeing a distant ship, use the crosshair indicators to determine whether you hit it or not. When the crosshairs light up with a hit animation, don't move your guns an inch. Continue firing in this direction until you sink the ship or until it moves, forcing you to adjust your aim.

AT Guns



The Allied 25 pdr. AT gun.



The Axis PaK40 AT gun.

Anti-tank guns are new to *The Road to Rome* expansion. There are two types available on four of the six new maps. The first is the German-made PaK40. These powerful anti-tank artillery guns are fitted with a 75mm (2.95 in.) cannon, which can penetrate enemy armor up to 174mm thick. The Allied counterpart is the British-made 25 pdr. This howitzer is capable of firing 25-pound shells at a rate of 12 per minute.

Both guns are effective against armor, acting like stationary tank turrets. But they can't rotate, reducing their field of fire and making them vulnerable to flanking maneuvers.

If you can keep the enemy in front of you, you can use these guns to halt or slow down enemy advances. You can also use them against infantry, but they lack the blast radius of artillery guns. To take out AT guns, flank them with infantry and demolish them with grenades or explosive packs.

Tanks also can take out these guns by scoring a direct hit or two. Avoid toe-to-toe duels with AT guns. You stand a good chance of taking it out, but are likely to take damage in the process. Instead, rush in and flank it, or stay out of sight until infantry or aircraft can clear the way.

A plate of armor on the front of each gun protects the operator from frontal small arms fire and nearby explosions, but the operator is open to attack from the sides and rear. Don't get stuck in a gun as enemy troops advance around you—you won't last long.

Infantry Supplies

First Aid Cabinets & First Aid Crates



First Aid Cabinet.



First Aid Crate.

First Aid Cabinets and Crates are spread out across the battlefield, at control points and bases. Both heal your soldiers. To get healed, move toward one of these objects and stand within its healing radius. This radius is small but it extends through walls and other solid objects, so you can get healed while standing in another room.

The longer you stand within its healing radius, the more health you receive. It takes less than 10 seconds to restore full health.

NOTE

First Aid Crates are new to *The Road to Rome* expansion.

Ammo Boxes



Ammo Boxes work like First Aid Cabinets and Crates, but instead of health they resupply your soldier with ammo, grenades, and other combat items. These are usually found around control points and bases, but more are scattered around the maps.

Knowing where Ammo Boxes are helps in the heat of battle—especially if you're an engineer or anti-tank soldier. When defending, get familiar with the surrounding Ammo Boxes and make sure you're never too far away from one. In urban areas, some Ammo Boxes are on second and third

floors of buildings, but you don't have to always climb to those levels to get ammo. Stand beneath the Ammo Box, and you magically absorb ammo from the floor above.

CAUTION

Positioned near an Ammo Box, you can toss unlimited grenades. This is called grenade spamming. The tactic works when defending a hilltop control point, but online

players frown on it. Don't do it unless you want to become a favorite target.



VEHICLES

With *The Road to Rome* expansion, *Battlefield 1942* boasts an impressive arsenal of 41 vehicles. In this chapter we look at each vehicle and offer tips and tactics for each class.

Cars

Willys Overland Jeep MB

Affiliation: Allies

Country of Origin: USA

Capacity: 2

Weapons: None



This versatile four-wheel-drive vehicle can go places that can't be reached by any other vehicles. The United States produced more than 700,000 of them during WWII. Use the Jeep for short transport trips, reconnaissance, and fighting when fitted with a machine gun. The name Jeep comes from the pronunciation of GP, for General Purpose vehicle.

NOTE

The Jeep provides little armor protection for its driver and passenger. The rear and sides are open to attacks, so watch out for small arms fire when driving in high concentrations of enemy troops.

VW Type 82 Kübelwagen

Affiliation: Axis

Country of Origin: Germany

Capacity: 2

Weapons: None



Literally translated, the Kübelwagen means "bucket car". This lightweight vehicle was produced up until the end of World War II. Though similar in size to the U.S. Willys Jeep, the two-wheel-drive Kübelwagen did not have the same off-road capabilities.

NOTE

The side doors of the Kübelwagen give its driver and passenger a bit more protection than the Jeep, but not much. In fact, concealment of the driver's body may prompt enemies to aim for the head, effectively ending your little joy ride.

Car Tactics

Break-Out Attack

Because they're the fastest ground vehicles available, use cars for zooming past enemy troops. This works well if you're under siege or trying to reach a control point before the enemy. Take a passenger along for the ride to help fight your way out of trouble.

Stay in the car and keep up your speed. Run down enemy troops along the way to keep them from shooting at you from behind. The windshield absorbs bullets coming from the front, but both cars are vulnerable from the sides and rear. So avoid enemies altogether. Stop at a safe spot and repair your vehicle before proceeding.

TIP

Unofficial passengers can jump on any vehicle, but they may have a hard time staying on. This works to your advantage in Capture the Flag games. Have one player drive the car and another crouch in the back. Buzz by the flagpole and the player in the back captures the flag. With flag is in hand, the player in the back hits  to hop in the front passenger seat while the driver zooms back to your base.

Car Bomb

Because of its high speed and low damage tolerance, the car is excellent for ramming enemy vehicles. This often results in a fiery explosion, causing serious damage. You can destroy a light tank by ramming the rear. Ramming inflicts two types of damage. The first is the collision—the higher the speed, the greater the damage. The second is the explosion. An undamaged car explodes on impact when rammed into a stationary object at full speed.

To ensure that the car explodes, fire a few rounds into it before setting off on your ramming run. This is a good idea if you intend to jump out before the impact. When you jump out of a moving car, it continues rolling for a few yards. As it slows, the damage that it inflicts on itself and the target lessens. Damaging the vehicle beforehand helps ensure it explodes on impact, even at a reduced speed.

To set off some real fireworks, choose the engineer troop kit and fill the backseat with explosive packs—four usually does the trick. Make sure they're contained in the back or passenger seat—if they're lying on top of the car, they fall off in transit.

With plunger in hand, jump in the car and drive it toward your target. Just before impact, jump out of the car while backing away from the target. Wait until the car hits and explodes before setting off the explosive packs. This does three levels of damage: one for the impact, one for the car's explosion, and one for the explosive packs.

This tactic works well against clusters of vehicles or heavy tanks. Remember to detonate the explosives—the car's explosion doesn't do this, nor does it send explosive packs flying in all directions. The packs remain on the ground at the impact location until detonated.

APCs

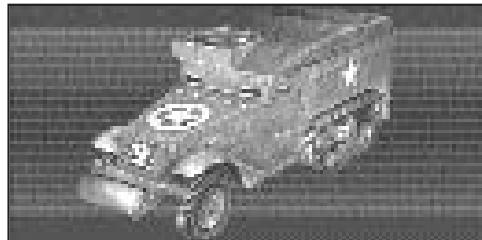
M3 Half-Track

Affiliation: Allies

Country of Origin: USA

Capacity: 6

Weapons: Top-Mounted Machine Gun



The American M3 armored personnel carrier (APC) was one of the most widely used half-tracks in World War II. With wheels in front and a tank-like track system in the rear, the M3 served many purposes. Able to carry up to 12 men, the M3 could also tow artillery or be equipped with a variety of armaments, including anti-tank and anti-aircraft guns, heavy artillery, and mortars.

NOTE

While driving the M3, avoid making minor course corrections. Each time you turn the vehicle, it slows. Line up the vehicle with a road and move forward as long as possible without touching the directional controls.

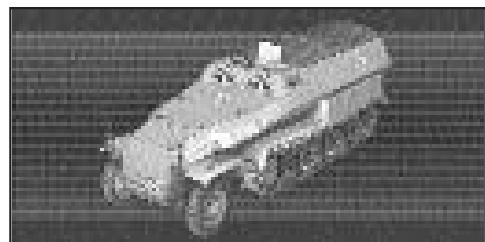
Hanomag Sdkfz.251

Affiliation: Axis

Country of Origin: Germany

Capacity: 6

Weapons: Top-Mounted Machine Gun



Though smaller than the M3 half-track, the Hanomag Sdkfz.251 had more speed than its American counterpart. It differed from the U.S. half-track in that it didn't have front-wheel drive, which meant less control in certain terrain. But its larger track system made it a superior off-road vehicle. Armory included flamethrowers and heavy artillery.

NOTE

The Sdkfz.251's top-mounted machine gun has small piece of armor plating in front. This looks impressive but provides little protection or concealment. Still, it's better than nothing.

APC Tactics

Armored Transport

The primary function of the half-track is to move troops around the battlefield. Each half-track holds six soldiers—one driver, one machine gunner, and four passengers. While inside, passengers are protected from small arms fire, nearby explosions, and other threats. But half-tracks are pretty slow, especially on crooked paths. Each time a half-track turns, its speed is reduced. It's better to travel in straight paths.

Half-tracks also tend to be top-heavy, often resulting in rollover accidents—especially when going downhill. To avoid rolling over, try to keep the half-track on level terrain and avoid making sharp turns. Although armored, the half-track is not impervious to tank rounds or even heavy machine guns. Keep an eye on the vehicle's health meter and be ready to jump out at a moment's notice, especially if you hear the whistling sound of an incoming aerial bomb.

NOTE

All vehicles can drive through barbed wire, which is only effective at stopping infantry. If you stop a vehicle on top of barbed wire and get out, the vehicle jumps to a nearby spot so the vehicle model doesn't collide with the barbed wire.

Supply Wagon

Half-tracks aren't particularly useful in offensive roles. They're slow, lightly armored, and lack the firepower to take on enemy tanks. Instead, use them in a logistical role. Infantry can use the back of the half-track to grab ammo and medical supplies. Hop in the half-track, then hit one **3** through **6** to hop in the back.

The longer infantry stay back, the more ammo and health they accumulate. Try parking half-tracks near spots that lack First Aid Cabinets and Ammo Boxes. Be sure to keep it manned—abandoned vehicles self-destruct after a short period of time. While it's parked, use the half-track's machine gun to engage enemy troops and aircraft.

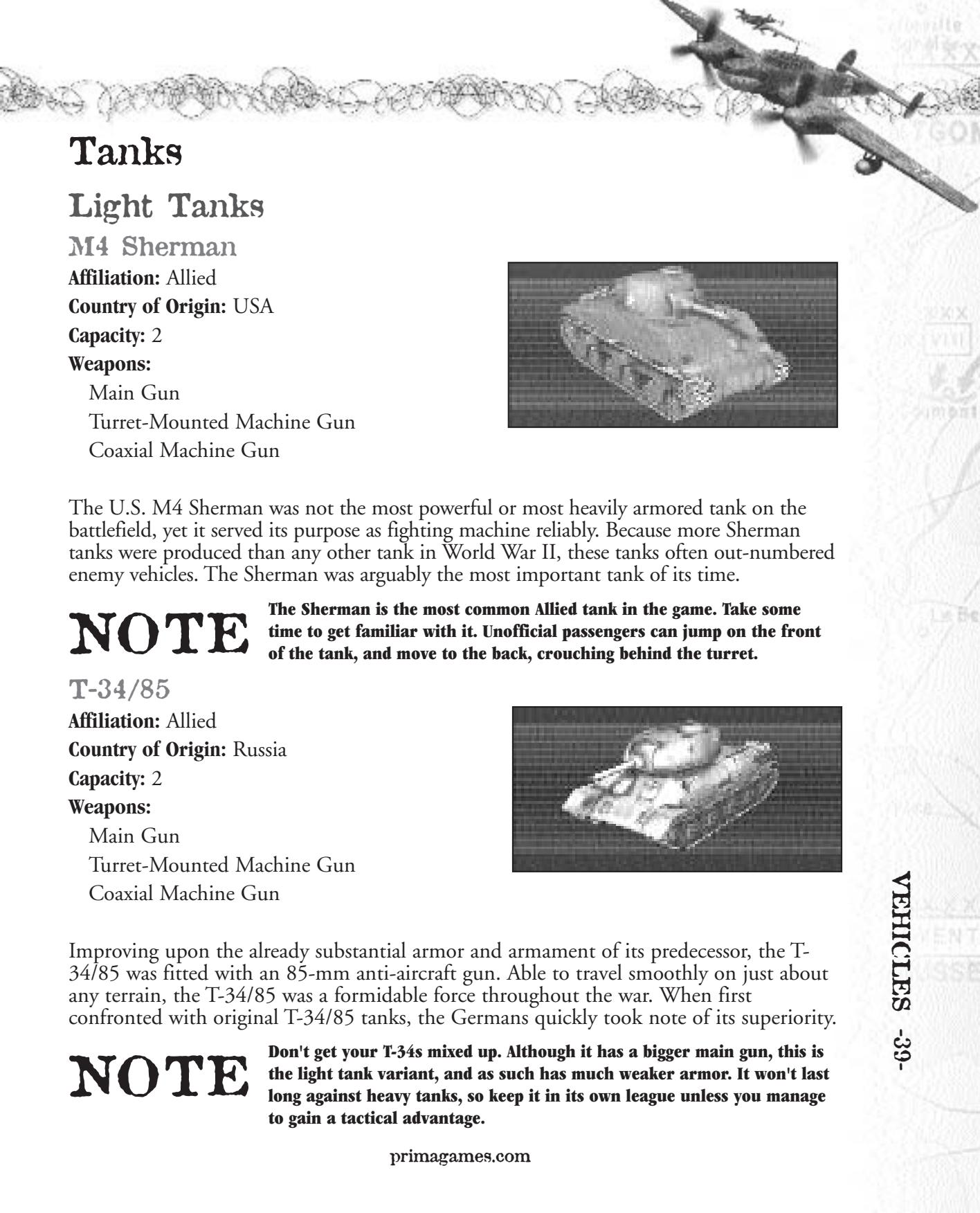
Half-tracks can also resupply vehicles such as tanks—think of it as a mobile Ammo Box. Just pull up alongside and the ammo distribution happens automatically.

CAUTION

Since the half-track carries ammo, the mounted machine gun

has a never-ending supply. But it can still overheat, so limit your firing to short controlled bursts.





Tanks

Light Tanks

M4 Sherman

Affiliation: Allied

Country of Origin: USA

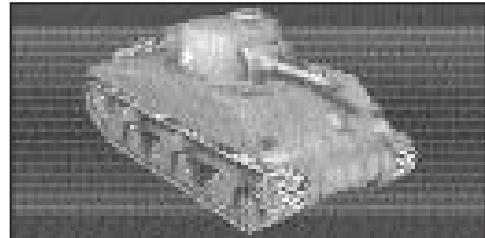
Capacity: 2

Weapons:

Main Gun

Turret-Mounted Machine Gun

Coaxial Machine Gun



The U.S. M4 Sherman was not the most powerful or most heavily armored tank on the battlefield, yet it served its purpose as fighting machine reliably. Because more Sherman tanks were produced than any other tank in World War II, these tanks often out-numbered enemy vehicles. The Sherman was arguably the most important tank of its time.

NOTE

The Sherman is the most common Allied tank in the game. Take some time to get familiar with it. Unofficial passengers can jump on the front of the tank, and move to the back, crouching behind the turret.

T-34/85

Affiliation: Allied

Country of Origin: Russia

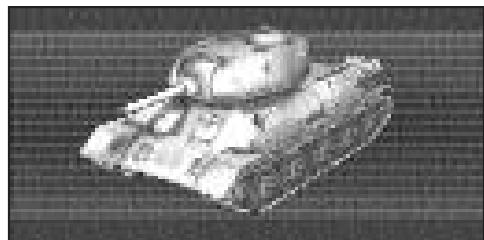
Capacity: 2

Weapons:

Main Gun

Turret-Mounted Machine Gun

Coaxial Machine Gun



Improving upon the already substantial armor and armament of its predecessor, the T-34/85 was fitted with an 85-mm anti-aircraft gun. Able to travel smoothly on just about any terrain, the T-34/85 was a formidable force throughout the war. When first confronted with original T-34/85 tanks, the Germans quickly took note of its superiority.

NOTE

Don't get your T-34s mixed up. Although it has a bigger main gun, this is the light tank variant, and as such has much weaker armor. It won't last long against heavy tanks, so keep it in its own league unless you manage to gain a tactical advantage.

Chi Ha 97

Affiliation: Axis

Country of Origin: Japan

Capacity: 2

Weapons:

Main Gun

Turret-Mounted Machine Gun

Coaxial Machine Gun



The Chi-Ha light tank was no match for the Russian and U.S. tanks. At Nomonhan, Japanese troops were nearly wiped out because the Chi-Ha's guns could not stop the enemy tanks. In response, Japan increased the armor and firepower of the Chi-Ha, but the newly unveiled U.S. M4 Sherman exceeded the capability of the updated Chi-Ha.

NOTE

The Chi Ha 97 performs much like the Sherman. Use its speed to sneak up on other tanks and vehicles.

PzKfW Mk.IV Panzer

Affiliation: Axis

Country of Origin: Germany

Capacity: 2

Weapons:

Main Gun

Turret-Mounted Machine Gun

Coaxial Machine Gun



The Panzer Mk. IV was a devastating force throughout World War II. Armed with a 75-mm main gun, the Panzer provided the Germans with a powerful and mobile weapon. If the Panzer Mk. IV had one drawback, it was lack of speed for a light tank. Between 1940 and 1945, Germany produced more than 8,000 of these tanks.

NOTE

Like the Sherman for the Americans and British, the Mk.IV Panzer is the mainstay of the German armored forces. Although it's a bit larger than its American counterpart, the tanks have nearly identical speeds, armor, and armament, making them fairly even in toe-to-toe duels.

M11-39 Carro Armato

Affiliation: Axis

Country of Origin: Italy

Capacity: 2

Weapons:

Main Gun

Turret-Mounted Machine Gun



Designed as a breakthrough tank, the M11-39 entered service in 1939 as Italy's most modern tank. Its career was cut short because of such shortcomings as armor that was too light and a hull-mounted 37mm gun that was too weak. In later models, the main gun was moved from the hull to the turret, which afforded greater range of motion and increased its effectiveness.

NOTE

This Italian tank is a little different from others in its class. The main gun protrudes from the chassis and can only fire in a limited forward arc. But the turret on top contains a 37mm gun, completely encasing its operator in thick armor. This turret can rotate 360 degrees and its gun does not encounter the paralyzing effects of overheating, as do some machine guns.

M3 Grant

Affiliation: Allies

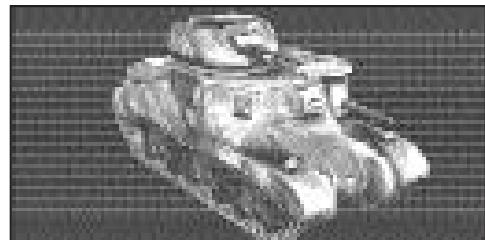
Country of Origin: USA

Capacity: 2

Weapons:

Main Gun

Turret-Mounted Machine Gun



In 1941, the M2 was aging and obsolete, the famed M4 was not yet in operation, and the Allies needed a quick fix. The M3 was a rapidly produced medium tank, which filled the void and was used heavily by British, Canadian, and Australian forces. The M3 boasted two main guns—a 37mm in the turret and a 75mm in a forward gun support.

NOTE

The M3 Grant is similar to the Carro Armato, with the main gun in its chassis and a 37mm gun in the turret on top. The rapid fire and range of the turret's gun makes this tank great for taking out infantry. But the 37mm gun will not penetrate the armor of tanks, only lighter vehicles such as APCs, artillery, and cars.

Heavy Tanks

M10 Wolverine

Affiliation: Allied

Country of Origin: USA

Capacity: 1

Weapons:

Main Gun

Coaxial Machine Gun



Lightweight and equipped with a high-powered anti-tank gun, the American M10 Wolverine was designed to be a tank destroyer. The M10 had mobility and long-range capacity, which made it an effective weapon as long as it stayed out of range of heavier tanks. Unfortunately, its lightweight construction made it vulnerable to bigger tanks such as German Tigers.

NOTE

Although classified as a heavy tank, the M10 could easily fit in the tank destroyer class. But unlike the two tank destroyers, it has a turret that rotates 360 degrees as well as a coaxial machine gun. In Operation Husky, the M10 spawns at the Bridge control point in place of the Sturmgeschutz. Everywhere else in the game, it spawns as a heavy tank.

T34/76

Affiliation: Allied

Country of Origin: Russia

Capacity: 1

Weapons:

Main Gun

Coaxial Machine Gun



Acknowledging the superior design of German tanks, Russia developed the T-34/76 light tank. The T-34/76 was designed to excel in armor and firepower and to match its German counterparts in all ways. Although the tanks were effective battlefield vehicles, Russia was unable to produce as many of them as planned, so the T-34/76 never became the combat powerhouse it was intended to be.

NOTE

This is hands down the best tank in the game. Although it's similar to the Tiger in terms of armor and firepower, it doesn't exhibit some of the little quirks that make the Tiger difficult to handle. When choosing between the T-34s, pick the yellow one. Unfortunately, these are available only to Soviet troops, meaning the Allies don't get to use it often.

PzKfw Mk.VI Tiger

Affiliation: Axis

Country of Origin: Germany

Capacity: 1

Weapons:

Main Gun

Coaxial Machine Gun



The German Tiger tank was heavily armored and packed a powerful punch. Initially designed in response to the success of the Russian T-34, the first Tiger tanks to come off the production lines were not very reliable. Over time, German engineers fine-tuned these battle machines, and the Tiger tank became one of the most feared tanks in WWII.

NOTE The Tiger has an annoying tendency to lurch forward when stopping abruptly. This also happens after firing the main gun. This can make aiming extremely difficult. Fortunately the extra thick armor buys you some time to get your bearings after recovering from the main gun's monster recoil. In all other respects, this is an excellent tank. If one is available, get to it as soon as possible. Steal it if necessary.

Tank Tactics

Keep Your Distance

Whenever possible, avoid driving your tank directly into the chaotic environment of a skirmish. Instead, hang back and pick off targets from a distance. It's important to keep the enemy in front of you at all times. This is where the tank's armor is strongest—especially in heavy tanks—enhancing your ability to take multiple direct hits with minimal damage.

Your turret-mounted machine gunner is also less vulnerable and more effective at longer ranges. Try to use the machine guns to keep infantry at bay while engaging vehicles and other tanks with the main gun. Should your position become compromised, slowly retreat by backing up—never expose your rear armor to the enemy. It may sound silly to retreat from infantry, but if they manage to surround you, your survival chances are slim.

In tank duels, stay in one spot and slug it out, keeping your front armor toward the enemy. If you try to move and fire at the same time, your accuracy is decreased. Splash damage from tanks shells does not cause damage, so you need to score direct hits. For added protection, park your tank behind a rock, tree, or small hill—anything to reduce your tank's profile.

If the opposing tank advances, hold still and keep firing. Chances are you can score more hits from a stationary position than they can while rumbling across the battlefield. While moving toward you, they also expose their weaker side armor, giving you a definite advantage.

TIP

Like AT rockets, tank rounds do the most damage when striking armor at a perpendicular angle. When possible, square up your shots for maximum penetration.

The Infantry Support Team

Despite their thick armor and heavy firepower, tanks are extremely vulnerable to infantry attacks. A few grenades or a well-aimed anti-tank rocket can reduce even the heaviest tanks to a flaming hulk in a matter of seconds. A tank's machine guns is its main defense against infantry, but even these can be easily circumvented.

A soldier in the turret-mounted machine gun can easily be popped off with a well placed headshot. Dropping prone or staying out of its line of sight usually thwarts the coaxial machine gun.

In other words, if enemy infantry surround a tank, it doesn't stand a chance. If this happens to you, keep moving and keep your front armor toward incoming attacks. To avoid being overcome or ambushed by infantry, tanks should always advance with their own infantry support team. The automatic weapons of assault troops and medics come in handy as do the repair capabilities of engineers.

Use these troops to advance behind and along the sides of tanks. They can engage any enemy troops along the way. At the very least, they can root out an ambush, giving the tank time to either rush ahead or retreat to a safer distance.

The tank crewmembers should also take their troop kits into consideration. A driver who is also an engineer can get out and repair his own tank as it takes damage. Anti-tank kits also come in handy, allowing you to double your firepower by firing a shell, then jumping out to fire a rocket.

Repair Platforms



Repair Platforms come in handy when your ground vehicle is spewing smoke and threatening to explode at the next bump in the road. Drive onto one and the repair process begins. Anything sitting on a Repair Platform is constantly repaired, which this makes the platforms excellent defensive platforms for tanks.

Each time the tank gets hit, the damage is repaired—but not

instantaneously. Repairs take a few seconds, so you're not totally invincible on a Repair Platform. An incoming aerial bomb quickly proves that point.





Tank Destroyers

M3 GMC

Affiliation: Allies

Country of Origin: USA

Capacity: 3

Weapons:

Main Gun

Rear-Mounted Machine Gun



This vehicle, a variation on the M3 half-track used for troop transport, became an effective anti-tank weapon. Modification included the addition of a 75mm anti tank gun mounted in the back where troops formerly were carried.

NOTE

The main gun can only pivot slightly to the right and left, requiring the driver to point the vehicle at the intended target before aiming. The rear machine gun is mounted on a track and can only fire to the sides and rear.

This isn't good for engaging infantry, because they're probably located to the vehicle's front.

Instead, use it to defend against enemy aircraft.

The third position in the M3 GMC is for a passenger. Like its predecessor, the M3 half-track, this vehicle is vulnerable to heavy machine gun fire.

Sturmgeschutz

Affiliation: Axis

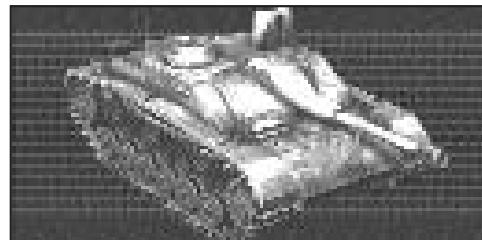
Country of Origin: Germany

Capacity: 2

Weapons:

Main Gun

Turret-Mounted Machine Gun



Designed for infantry support, the Sturmgeschutz went into production in 1940, and output reached 50 vehicles per month. The tank's 75mm gun was offset to the right, while a vision port set in the left of the superstructure and twin periscopes allowed the driver and the gunner to operate the tank. Five of these tanks took part in the invasion of France.

NOTE

This is a mammoth piece of machinery. But it doesn't have a turret, so it has a pretty low profile and can hide behind obstacles. Like the M3 GMC, the main gun cannot rotate very much, so you need to face the target. The

turret-mounted machine gun can rotate 360 degrees and has an armor plate in front protecting the gunner from small arms fire. Like all tanks, the Sturmgeschutz's armor is impenetrable to machine guns of all types.

Tank Destroyer Tactics

The Mobile Gun Emplacement

The tank destroyers are new to *The Road to Rome* expansion. They exhibit some of the characteristics of tanks, but fall short upon closer comparison. Instead, think of them as mobile AT guns. Both the Axis and Allied versions have more than sufficient firepower to take out vehicles, but they lack the armor and firing arcs found on most tanks. They're best deployed behind some sort of cover, overlooking chokepoints such as bridges or narrow roads.

Try to position them so they're hard to see, preferably around blind corners, allowing you side hits against enemy tanks. Both carry a powerful 75mm main gun capable of slicing through the weak armor of light tanks and lesser ground vehicles. A couple of shots are usually all it takes to either cripple or destroy most vehicles.

Make sure the element of surprise is on your side, so you can be sure of scoring a couple of hits before an opposing tank crew gets a chance to retaliate or retreat.

Artillery

M7 Priest

Affiliation: Allies

Country of Origin: USA

Capacity: 2

Weapons: Artillery Gun



The M7 Howitzer was built to fulfill the growing need for mobile firepower to support frontline soldiers. Built on the chassis of the M3 medium tank, this full-track, self-propelled gun was created with enough armor to protect itself and enough firepower to support infantry operations. The Priest was one of the best howitzer carriages in the early part of World War II.

NOTE

The M7 is vulnerable to heavy machine guns and the primary weapons of assault soldiers. The forward armor can repel such attacks, but the side and rear armor is weaker. So keep it out of close combat situations.

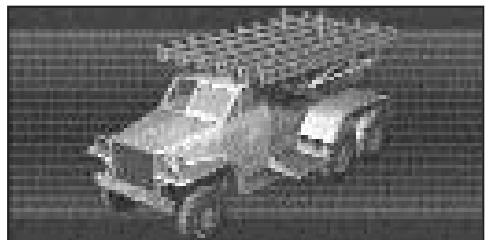
BM-13N Katyusha "Stalin Organ"

Affiliation: Allies

Country of Origin: USA

Capacity: 2

Weapons: Artillery Rockets



The Russian Katyusha was an effective mobile rocket launcher. The Russian army typically fitted these rocket-launching ramps on trucks protected by armor. When times were tough they used any truck available. The Katyusha was not a very accurate rocket launcher, but because it fired rockets in salvos, it overcame the lack of accuracy with heavy barrages.

NOTE This is nothing more than a truck with some rockets on the back. It takes damage from even the smallest caliber weapons, so it's imperative that you keep it out of the sight of enemy infantry. Unlike conventional artillery units, the Katyusha has six rockets capable of rapid fire. But after firing all six rockets, it undergoes a lengthy reloading process. The rocket firing position also lacks crosshairs for aiming, making direct attacks a bit difficult. Instead, use the indirect fire mode to launch accurate attacks from a safe distance.

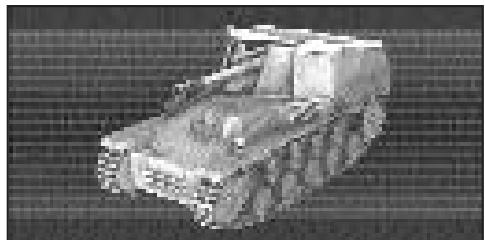
SdKfz.124 Wespe

Affiliation: Axis

Country of Origin: Germany

Capacity: 2

Weapons: Artillery Gun



First used by the Germans at Kursk, the SdKfz.124 Wespe (which translates as Wasp) was essentially a high-powered gun mounted on the undercarriage of an outdated tank. By fitting a howitzer on the tracks of an otherwise obsolete Panzer II tank, the Germans built a powerful support vehicle for their Panzer tank divisions.

NOTE This is nearly identical to the M7 with the same strengths and weaknesses. Unlike the Katyusha, it can provide fairly accurate direct fire. This is particularly effective against infantry. But you still want to keep it back at a safe distance. Machine guns and anti-tank rockets slice through its armor easily.

Artillery Tactics

Indirect Fire

As indicated by their lack of armor, artillery units are not intended for frontline combat. Instead, keep them to the rear and use coordinates provided by forward observers (scouts) to provide artillery support from safe distances. When coordinates are provided, jump in the artillery's gun or rocket position (press **2**) and click the right mouse button to bring up the indirect fire screen.

This is sort of like looking through the eyes of the scout, with the target area in the center of the screen. First, orient your aim toward the target. Superimposed over the screen is a black circle with crosshairs in the center. Around the edge of this circle is an arrow icon. Move the mouse left or right until this arrow points to the center of the crosshairs in the middle of the screen—you may need to jump into the driver's seat to get the vehicle pointed in the general direction.

Don't worry about fine-tuning the aim yet, just eyeball it until it looks as if the arrow is pointing directly at the crosshairs. Now set the elevation of your gun. Along the left side of the screen is a vertical slider, which represents how high your gun is aimed. The higher it's aimed, the farther your shell or rocket travels.

For starters, set the gun high. Now fire your first shell. The screen shows the shell in flight until its impact point. After the shell impacts, the screen pans back to the scout's target area giving you an idea of how far off the mark your shell was. Make slight adjustments to the height until you're lobbing shells within the general vicinity of the target.

Now fine-tune your aim by adjusting the horizontal slider at the top of the screen. Keep tweaking the horizontal and vertical settings until you score a direct hit. If multiple scouts are in the field, each can radio in one targeting coordinate at a time. Artillery gunners can then cycle through these targets by pressing the right mouse button while in the indirect fire screen. Indirect fire modes are also available to destroyers, battleships, and coastal guns.

TIP

In indirect fire mode, make sure your artillery piece is on level terrain. Each shot you take can cause the gun to slide backward, even on a slight slope. Such minor movement can throw off your aim.



Fighters

F4U Corsair

Affiliation: Allies

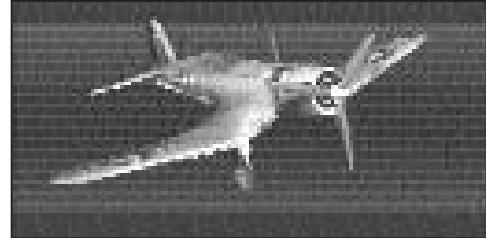
Country of Origin: USA

Capacity: 1

Weapons:

Machine Guns

1 Bomb



The gull-wing Corsair was one of the fastest, most able American fighter planes in WWII. Boasting an impressive combat ratio of 11:1 against enemy fighters, the Corsair is credited with more than 2,000 aerial combat victories in the Pacific. It was also an effective weapon against ground forces.

The Japanese named the Corsair "The Whistling Death" because of its unique sound when attacking.

NOTE Go easy on the rudder during takeoffs and other low-speed maneuvers—the Corsair has a tendency to spin, often resulting in spectacular crashes. The Corsair is available to American forces in the Pacific theater maps.

P-51 Mustang

Affiliation: Allies

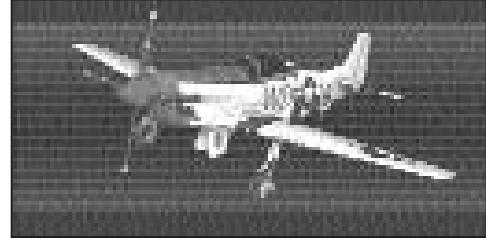
Country of Origin: USA

Capacity: 1

Weapons:

Machine Guns

1 Bomb



Fast and agile, the P-51 Mustang had great range and the ability to wreak havoc on the enemy. This sleek fighter served many purposes during World War II, including flying bomber escort on long-range missions over Germany. Before the Mustang arrived on the scene, U.S. bombers on daylight missions into the Fatherland were easy prey for Luftwaffe fighters on the prowl.

NOTE The P-51 is the primary fighter used by the Allies in Western Europe. It has great speed and maneuverability, making it great for dogfighting and close air support.

Spitfire Mk VB

Affiliation: Allies

Country of Origin: UK

Capacity: 1

Weapons:

Machine Guns

1 Bomb



First produced in 1938, the Spitfire played an important role for the Allied forces until the end of the war. Over time, the Spitfire was modified to incorporate heavier armor, better machine guns, and a more powerful engine. Renowned for its sleek design and oval wings, the Spitfire had the speed and maneuverability to counter Germany's best fighter aircraft.

NOTE

The British Spitfire appears in North Africa maps. When conducting ground attacks with the Spitfire, keep your speed up and avoid steep dives—it has a tendency to stall at the end of strafing and bombing runs. Stay on the throttle and avoid overworking the rudder, and you have no problem keeping it in the air.

Yak-9

Affiliation: Allies

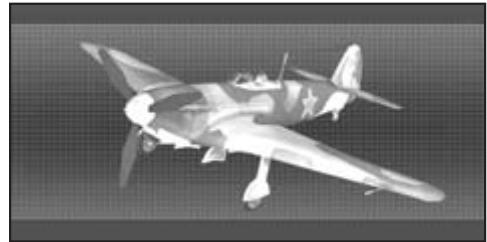
Country of Origin: Russia

Capacity: 1

Weapons:

Machine guns

1 Bomb



First used in combat at the Battle of Stalingrad, the Yak-9 couldn't keep up with the technologically superior German fighter aircraft in one-on-one dogfights. Russian air forces often had an advantage in sheer numbers, however, because they were able to mass-produce the Yak-9. Russia produced more Yak-9s than any other fighter aircraft.

NOTE

This Russian fighter appears only in the Kursk and Kharkov maps. It's extremely fast and maneuverable, making it a bit tough to handle for novices. It has a pretty low stall speed so you won't need to operate it at full throttle the whole time. Slow down before making strafing and bombing runs.



A6M Zeke/Zero

Affiliation: Axis

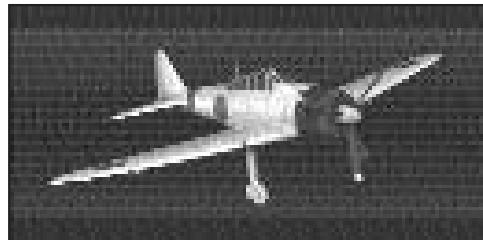
Country of Origin: Japan

Capacity: 1

Weapons:

Machine Guns

1 Bomb



The Japanese Zeke/Zero was a carrier-based plane that could outperform Allied land-based fighters. With its lightweight construction and powerful engine, this sleek fighter was extremely fast, maneuverable, and able to travel great distances. Heavily armed and capable of exacting substantial losses, the Zero was one of Japan's premier aircraft fighters.

NOTE

In terms of speed and agility, the Zero is unmatched in the Pacific theater. Use it to clear the skies of American planes and conduct low-level ground attacks. It's great for taking out AA guns with low-level bombing runs at high speeds.

Messerschmitt Bf-109e

Affiliation: Axis

Country of Origin: Germany

Capacity: 1

Weapons:

Machine Guns

1 Bomb



The 109e boasted superb performance and handling. Early in the war, the Messerschmitt ruled the air in Europe. At the Battle of Britain, however, the limited range of the Bf-109e proved to be a crucial factor in Germany's defeat. The plane's inability to fly long-range bomber escort missions was a major handicap in the Luftwaffe's air war with England.

NOTE

The Bf-109e is the workhorse of the German Luftwaffe, seeing service in North Africa as well as Eastern and Western Europe. Although capable as a fighter, the 109 also is great for close air support. While lining up strafing runs, ease off the throttle, and apply it again at the end of the run. Its low stall speed make this a good aircraft for practicing ground attacks.

Fighter Tactics

Dogfighting

Achieving air superiority can give your team a huge advantage. The best way to do this is by shooting down the enemy's aircraft. Dogfighting is easiest from the Nosecam view—press **F9**. This takes all the clutter off the screen, allowing you a clear view of the sky ahead with nothing more the machine gun's crosshairs impeding your vision.

Now start scanning the sky for enemy planes. Use the mini-map for navigation and head-off for the enemy airfield. Aircraft are most vulnerable when taking off and landing. If you can't find any there, patrol around the map's control points. As an enemy plane comes into view, slip in behind it, and try to match its speed. Don't fire until you get within plain view of its markings.

Once it's lined up, press and hold down the left mouse button to unleash a stream of automatic fire. If this doesn't destroy the plane outright, it at least alerts the pilot, prompting a bank. Hold back on the throttle and use the rudder controls (**A** and **D**) to keep your sights just ahead of the enemy plane—to cause the most damage, hit the plane's engine(s).

Continue firing until the enemy aircraft explodes. Scout the area for another victim. If you manage to down the enemy's aircraft in quick succession, you can hold them to the ground by strafing and bombing their newly spawned planes at the opposing airfield.

TIP

When attacking bombers with rear gunners, stay just below the enemy plane and attack at an upward angle. The tail gunner won't be able to see you as long as you stay below his line of sight.

Close Air Support

With the exception of tanks, all ground vehicles can be destroyed by strafing. Like dogfighting, strafing is easiest with the Nosecam view activated. Use the mini-map to locate friendly and enemy targets. Once you have a target picked out, begin a shallow descent.

The rudder keys are essential for lining up the target. You may also want to let up on the throttle just a bit, but you still need some power to pull up at the end of the run. Line your crosshairs up just below the target and open fire. Slowly pull up, causing your bullets to rake across the target.

If that didn't destroy it, continue making passes. Strafing takes some practice, but once mastered, it's a great way to impose the fighter's impressive firepower on ground targets. Save your bombs for armored targets like tanks, ships, and gun emplacements.

NOTE

Pilots and crew members in airplanes can take direct damage from air and ground fire.

Although completely enclosed, bullets can still pass through the canopy and fuselage, doing minimal harm to the aircraft, but potentially lethal harm to the crew.

Repair Hangars



Repair Hangars can be found on a few maps with airfields. These large structures work the same way as Repair Platforms, but they're big enough to taxi a plane into—except for the B-17. As long as the plane is inside, it receives repairs.

It's also possible to get minor repairs to your aircraft by buzzing the roof of the hangar at low speeds, but this takes too many passes to be worthwhile. You're better off landing and fixing your plane inside.

Ground vehicles also can use Repair Hangars. Just drive inside to get repaired. This can be a handy tactic when attacking enemy bases and airfields, but don't expect to make many friends if you use it.

Dive Bombers

SBD-6 Dauntless

Affiliation: Allied

Country of Origin: USA

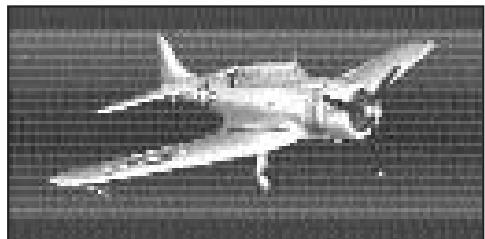
Capacity: 2

Weapons:

Machine Guns

Rear-Mounted Machine Gun

2 Bombs/1 Torpedo



The SBD-6 Dauntless was such a reliable carrier-based dive-bomber that many pilots preferred it to the newer Hellcat. The Dauntless had an unparalleled record—the lowest loss rate of any aircraft in World War II. It wasn't the fastest plane in the American fleet, but it was a very steady aircraft. The Dauntless gave pilots a better opportunity to hit their targets on bombing runs.

NOTE In addition to carrying two bombs, the Dauntless is capable of carrying a torpedo. Both are effective against ships, but the bombs provide the most damage when used against ground units. Although heavy and slow, the Dauntless is relatively easy to fly, making it a good choice for novices.

Aichi D3A1 Val

Affiliation: Axis

Country of Origin: Japan

Capacity: 2

Weapons:

Machine Guns

Rear-mounted Machine Gun

2 Bombs/1 Torpedo



This plane gained notoriety during WWII as a dive-bomber with excellent speed. After delivering its payload, the Val could hold its own in dogfights. The Aichi D3A1 played a role in the attack on Pearl Harbor and also scored major win against the British fleet by sinking the HMS Dorsetshire, HMS Cornwall, and HMS Hermes.

NOTE

This is the Japanese answer to the Dauntless. The planes have common attributes, but the Val's landing gear does not retract. This can be a bit risky when making low-level torpedo runs. If the front gear touches the water, the plane stands a good chance of crashing.

Junkers Ju 87B Stuka

Affiliation: Axis

Country of Origin: Germany

Capacity: 2

Weapons:

Machine Guns

Rear-Mounted Machine Gun

2 Bombs



This dive-bomber was aerodynamically constructed to hold steady while making precise bombing runs. The distinctive sound of an incoming Stuka struck terror into enemy ground troops. In its prime, the Stuka played a key role in the Luftwaffe's campaign over Europe, but as the war progressed, advanced Allied aircraft could better counter the Stuka.

NOTE

Although designed as a dive-bomber, the Stuka is safest when glide-bombing. The mountainous terrain of North Africa makes dive-bombing a bit risky. When glide-bombing, keep the Stuka moving at full speed.

Otherwise the plane gets extremely sluggish, increasing the chances of a stall. If this happens, lay off the rudder until you regain control and altitude.

Dive-Bomber Tactics

Dive- and Glide-Bombing

Dive-bombing is the easier of the two ways to deliver your bombs on target. The idea is to approach your target at extremely high altitude and dive down on it, releasing your bombs during the dive. In *Battlefield 1942*, an altitude ceiling prevents your plane from climbing too high. This makes dive-bombing a bit difficult because you don't have much space to dive and pull out before slamming into the ground.

This tactic is best reserved for flat desert and sea battles where you won't have to worry about crashing into mountains and hills when pulling out of a dive. To dive-bomb, climb as high as possible en route to the target—use the mini-map for navigation. As the target appears below, begin a steep dive at about a 45-degree angle while using the rudder to position your crosshairs over the intended target.

Drop your bombs and immediately pull up. This all happens very fast. Practice so you can hit with pinpoint accuracy.

A much safer and broadly applied tactic is glide-bombing. This allows you to approach a target during level flight, timing your bomb release so they hit as you pass overhead. This is similar to strafing, except you usually don't want to start out with a shallow dive.

Instead, level out over the ground and use your rudders to center your flight path so you pass over the target. As you get closer, release your bombs a few seconds before you get over the target—how soon you release the bombs is determined by speed, altitude, and angle of attack. As soon as your bombs are released, pull up just a bit—you don't want to get damaged by the explosion.

If your speed is constant throughout the run, the bombs should hit the target just as you fly above. Glide-bombing is a bit tricky and can take some time to get used to. Use the external chase view (press **C**) to get a better view of your surroundings, making the moment of bomb release easier to judge.

Torpedo Bombing

Both the SBD-6 Dauntless and Aichi D3A1 Val are capable of carrying torpedoes on a few of the maps, increasing their effectiveness against naval units. It's possible to drop torpedoes, like bombs, over a ship's deck, but this isn't the best way to go about it.

Instead, lightly drop the torpedo in the water and let it swim toward the enemy ship, hopefully punching a large hole in the side just below the waterline. This causes much more damage than dropping it on a ship's deck or superstructure.

For starters, locate the enemy ship and line up your flight path so you're heading directly at it at a perpendicular angle to either its port or starboard side—the broadside of a ship gives you the biggest target area. Now drop low, so you're just skimming the surface of the water.

Once you level out and are lined up with the ship, drop the torpedo. Gradually pull up, but don't go too high lest you fall victim to defensive AA guns—especially when going against enemy carriers. If you dropped the torpedo low enough and far out

enough, it slams into the side of the ship, causing massive damage.

If you dropped it too high and too close, the torpedo dives beneath the hull and continues out to sea. You want to drop it just as the ship comes into view at extremely low altitudes. This gives the torpedo time to recover from being dropped, so it pops to the surface just in time to hit the ship.

Torpedoes reload slowly (about 10 seconds), but you have plenty of time to drop another one by the time you set up another run.

TIP

Don't release torpedoes in shallow water. They explode on impact.

Fighter-Bombers

Mosquito

Affiliation: Allied

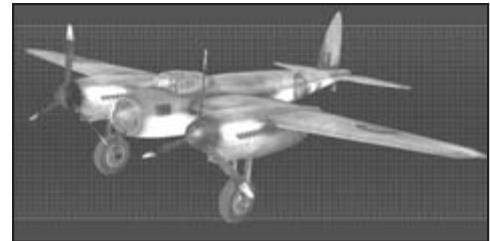
Country of Origin: UK

Capacity: 1

Weapons:

Machine Guns

4 Bombs

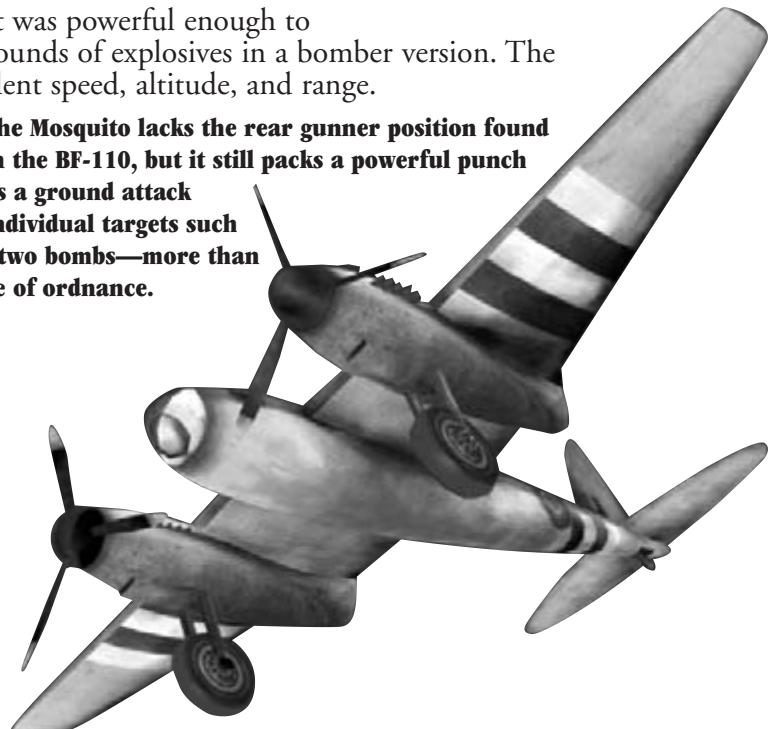


This lightweight aircraft was powerful enough to carry and drop 4,000 pounds of explosives in a bomber version. The Mosquito boasted excellent speed, altitude, and range.

NOTE

The Mosquito lacks the rear gunner position found in the BF-110, but it still packs a powerful punch as a ground attack

aircraft. When attacking individual targets such as tanks, just drop one or two bombs—more than that is overkill and a waste of ordnance.



BF-110

Affiliation: Axis

Country of Origin: Germany

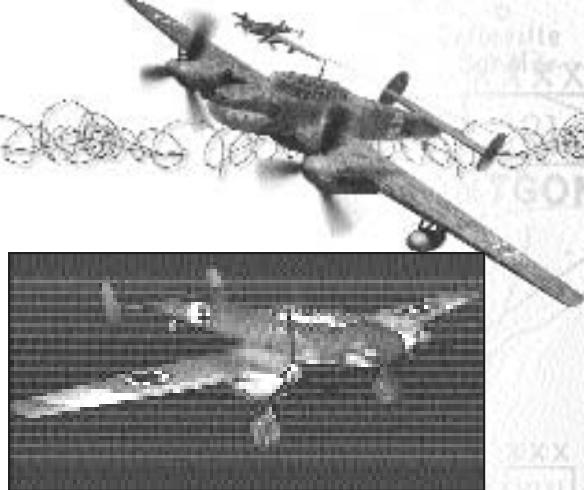
Capacity: 2

Weapons:

Machine Guns

Rear-Mounted Machine Gun

4 Bombs



Powered by two 1,100hp engines, the Messerschmitt BF-110 served Germany in long-range escort fighter-bomber, reconnaissance, ground attack, and night fighter roles throughout WWII. The BF-110 entered service initially in 1939. By the end of the year, thanks to a massive manufacturing campaign, 500 were in operation.

NOTE

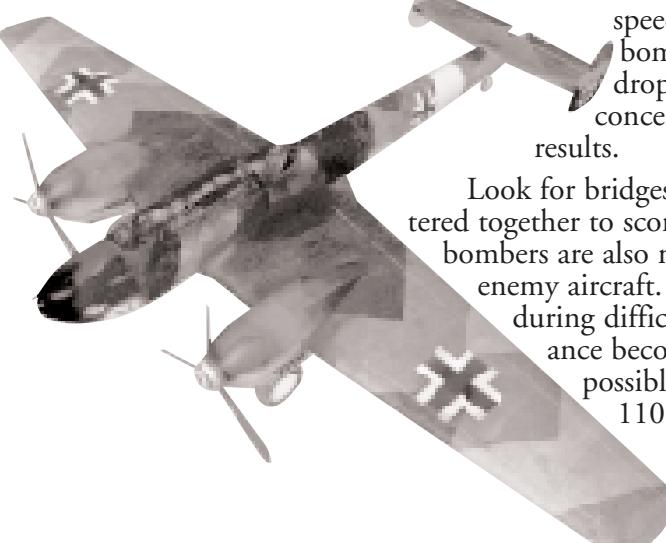
The rear-mounted machine gun gives the BF-110 a bit more defensive teeth than the British Mosquito. But this back-seat position also can be used to drop a single paratrooper to capture a neutral control point.

It's possible to shoot down enemy planes with the 110, but it's best used for close air support. The aircraft's wingspan is very long, so be careful when entering repair hangars.

Fighter-Bomber Tactics

Multi-Role Capability

The two fighter-bombers are new to *The Road to Rome* expansion, bridging the gap between the fighter and heavy bomber classes.



Each has two engines, providing plenty of speed and lift to deliver up to four bombs at a time. These planes can drop a string of bombs along high concentrated areas with devastating results.

Look for bridges with troops and vehicles clustered together to score a few quick kills. The fighter-bombers are also more than capable of engaging enemy aircraft. Keep them at full throttle during difficult maneuvers, or their performance becomes quite sluggish. When possible, keep a rear gunner in the BF 110 to ward off enemy fighters.

Heavy Bombers

B-17 Flying Fortress

Affiliation: Allied

Country of Origin: USA

Capacity: 3

Weapons:

2 Machine Gun Turrets

8 Bombs



The B-17 helped turn the tide of the war by delivering heavy blows to the Third Reich. Though maneuverable for a large aircraft, America's standard heavy bomber was still an inviting target for fast German fighters such as the Messerschmitt.

The B-17 bomber was used effectively as a scout plane in the Pacific, assisting the U.S. Navy in the battle against the Japanese fleet.

NOTE In the game, the B-17 has two operable gunner positions: one in the top turret, and one underneath in the ball turret. If both of these positions are filled, the B-17 is nearly unapproachable by enemy planes. When you're not bombing enemy ground positions, simply fly this beast around with a full crew and shoot down enemy planes.

Although it has the heaviest armor of all planes, it's still vulnerable to ground fire, in particular flak. So either avoid these guns, or fly at extremely high altitude.

Heavy Bomber Tactics

Carpet-Bombing

Whether it's the tight narrow canyons of Gazala or the long bridge at Arnhem, carpet-bombing is an extremely devastating tactic that can lay waste to large numbers of troops and armor in seconds.

The B-17 can drop eight bombs in quick succession, producing a long line of explosions with overlapping blast radii. This spells doom for opponents who cluster their units in long columns. The best places to conduct such bombing runs are in areas that provide little opportunity for lateral movement to ground forces—bridges, canyons, and other chokepoints are ideal.

The tricky part is lining up the B-17 over these areas. Use the rudder to maneuver this beast over the target area so you're flying parallel over the enemy. Begin dropping bombs as fast as you can—the quicker you release the bombs, the closer the explosions will be on the ground. Continue making passes along these areas throughout a game's duration—not all players will learn from their previous mistakes.

TIP Even if you don't score direct hits during carpet-bombing runs, the concussive force literally throws nearby infantry soldiers around, often inflicting some damage on them—especially if it knocks them over a cliff or off the side of a bridge.

Paratrooper Operations

While it's possible to jump out of any plane and parachute to the ground, the B-17s two gunner positions provide the most cargo space for potential paratroopers. The main idea behind air dropping troops is to get your ground forces to a particular control point before the enemy reaches it.

This is usually advantageous at the beginning of games. But you can also use paratroopers to conduct surprise raids at lightly defended control points behind enemy lines. Either way, paratrooper operations are a key tactic whether conducted by a B-17 or smaller two-seat dive-bombers. Troops in gunner positions make the best candidates for jumping, unless the pilot plans on ditching the plane as well.

To jump from a plane, simply press **E**. You immediately begin falling, usually heading in the same direction as the plane you just jumped from. While falling, hit **9** to open your parachute. You continue falling, but at a much slower speed.

To control the direction of your chute, use the mouse to face the direction you want to head. Once you touch down, the parachute disappears and you can move around normally.

TIP

While parachuting, you can fire your weapons as well as drop grenades, land mines, and explosive packs. But for the most part, you won't want to draw attention while you're in the parachute's harness. You're conspicuous enough as it is.

Destroyers

USN Fletcher Class

Affiliation: Allies

Country of Origin: USA

Capacity: 2

Weapons:

2 Deck Guns

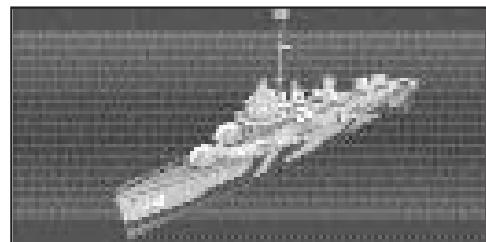
2 Machine Guns

Depth Charges

Other:

 1 Ammo Box

The U.S. Navy started building the first Fletcher class destroyer in October 1939. Within two and a half years, the Navy had 175 Fletcher class destroyers ready for action. With a powerful arsenal of guns and torpedoes, the Fletcher destroyer could pound the enemy with immense firepower. The Fletcher destroyer remained in service until 1969, seeing action in Korea and Vietnam.



NOTE

If you're used to the Japanese destroyer, getting around on the Fletcher class can take some getting used to. The only pathway open to the front and rear of the ship is on the starboard side. To get to the ship's pilot house, enter the rear position and hit **1**.

The ship's defensive machine guns are located in the center and can be accessed by climbing ladders found on either side of the superstructure.

JN Akizuki Class

Affiliation: Axis

Country of Origin: Japan

Capacity: 2

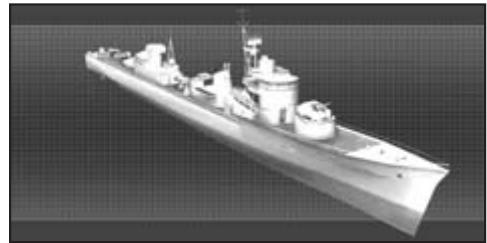
Weapons:

2 Deck Guns

2 Machine Guns

Depth Charges

Other: 1 Ammo Box



NOTE

Compared to the Fletcher, it's much easier for the crew to move about on the Akizuki Class destroyer. Both sides of the ship are open to foot traffic, and the pilot house and rear turret both have access points on the main deck. Like the Fletcher, the two defensive machine guns are located at the center of the ship, with wide firing arcs covering the port and starboard sides.

Destroyer Tactics

Shore Bombardment

It's the most common naval vessel in the game, so get familiar with the destroyer's bombardment capabilities. The destroyer's guns can either be targeted directly on shore or with the aid of targeting coordinates provided by a scout—only the rear gun turret can use indirect fire mode.

As with any artillery unit, use the destroyer to target general areas as opposed to individual units. The rear gun's spread makes it great for targeting troop and vehicle spawn points. But your first priority should be coastal guns. These fortified emplacements can cause serious damage to the destroyer and other ships, so you take these out as soon as possible—it only takes one direct hit.

Sub Hunting

Submarines pose an enormous threat to every ship in your fleet. All it takes is a few torpedo hits to send even your largest ships to the bottom in record time. The destroyer is the only naval class capable of detecting and engaging submerged submarines.

The front gun/pilot position has a radar display superimposed over the mini-map—this is your sonar. It picks up surface contacts as well as subs. If you're picking up a contact and you can't see it on the surface, you're dealing with a submerged sub. Before attacking make sure it's not your own.

When you've identified it as an enemy sub, begin the attack. Start off by moving toward the contact while dropping a few depth charges. Ideally, move directly over the sub's position and bombard the sea below. Depth charges sink to a specific depth, then explode, causing a massive concussive force against the sub's hull. If it takes enough damage, the sub implodes.

But by moving and diving deeper, the sub can escape the threat of depth charges. Be persistent and keep up the chase. The sub has to surface eventually, at least to periscope depth, for air. Make sure you're not too far away when this happens.

TIP Depth charges can cause damage to surrounding ships, so be careful not to drop them too close to friendlies.

Submarines

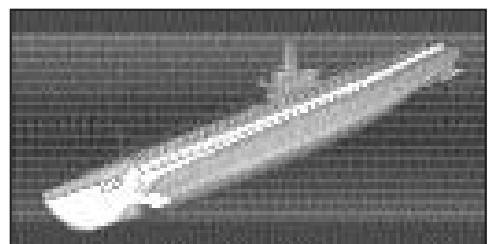
USN Gato Class

Affiliation: Allies

Country of Origin: USA

Capacity: 1

Weapons: Torpedoes



Though the U.S. submarine fleet consisted of only 1.6 percent of the total Navy personnel from 1941 to 1945, it accounted for more than 60 percent of all Japanese ship sinkings during this period. By striking with sudden, silent force, U.S. submarines effectively shut down Japan's supply lanes in the Pacific. These powerfully armed subs had long-range capability and high cruising speed.

NOTE The Gato Class is a bit slimmer than its Axis counterpart, providing a smaller profile above the waterline. This makes it slightly harder to hit by aircraft and surface ships. The sub tends to list slightly from left to right

when making turns at high speeds. This can be a bit disorienting when looking through the periscope, and even frustrating when attempting to target a ship on the move.

U-Boat Type VII C

Affiliation: Axis

Country of Origin: Germany

Capacity: 1

Weapons: Torpedoes



German U-boats had an extremely efficient success ratio against enemy ships, sinking one ship for every four torpedoes fired. The U-boat Type VII C had a range of about 9,700 nautical miles and was armed with four torpedo tubes in its bow and one astern. Germany's U-boat fleet was a formidable weapon in the Atlantic, and the Type VII C was the workhorse of the bunch.

NOTE

Although it's wider than the American Gato Class, the Type VII C also tends to list when making turns at high speeds on the surface. This tendency is significantly reduced when running at periscope depth, because your speed is reduced and the bulk of the ship is below the waterline.

TIP

A sub can sink all major ship types (including battleships and aircraft carriers) with only six to eight torpedo hits.

Submarine Tactics

Running Silent, Running Deep

If used properly, the sub can be the most effective weapon in your arsenal for naval combat. But it's not exactly easy to operate. Before moving out to sink ships, get familiar with the basics.

When you get in a sub, there are a series of four vertical gauges at the bottom center of the screen. The one on the far left shows your current depth, with a red marker signifying the crush depth. Next is another depth gauge showing your actual depth—this is like the first gauge, but gives a more accurate reading.

Green indicates surfaced or periscope depth, tan means you're below periscope depth, and red means you're at crush depth. If you dive into this red zone, the sub continually take damage until you ascend to safer depths. When you drop below periscope depth, the main view switches to a map view—this is how you navigate while submerged.

The third gauge shows your ordered depth—use this to set the depth of your sub. To dive, press and hold until you reach your desired depth. Holding down surfaces the sub. The final gauge is your oxygen meter—the longer you're submerged the lower this goes. If you run out of oxygen, your health meter gradually decreases until you either die or surface for air.



You only have to surface to periscope depth to take on fresh air. But if you're an engineer and want to make repairs, you have to surface completely, get out on the deck and get busy with your wrench.

TIP

You're much slower when submerged. So stay on the surface as long as possible and only dive when you spot enemy ships or aircraft. If you come under attack by destroyers, dive as low as you can go without going below crush depth—this usually keep you safe from depth charge attacks.

Now that you've got the basics figured out, let's take a look at torpedoes. The sub can only fire directly forward. This means you have to maneuver into a position that has your sub pointing directly at an enemy ship.

For best results, line up at a perpendicular angle to a ship's port or starboard side—this gives you the broadest target and increases your chance of hitting if the ship is moving. Use the periscope view to line up your shot. When the yellow marker just above the gauges is dead center with the vertical cross hair line, your view is lined up with the torpedo tubes.

Click the left mouse button to fire a torpedo. You can fire two torpedoes in close succession before the lengthy reloading process begins. For added concealment, fire while submerged, but keep in mind that the deeper you are, the more distance is needed for the torpedoes to surface. If you fire when too close, the torpedoes will pass underneath the ship's hull.

It's possible to launch torpedoes (and hit) while below periscope depth, but you need to line up your shots before diving and hope your target ship doesn't move.

NOTE

A submerged sub can capture and contest the sea-based control points at Midway.

Battleships

HMS Prince of Wales

Affiliation: Allies

Country of Origin: UK

Capacity: 4

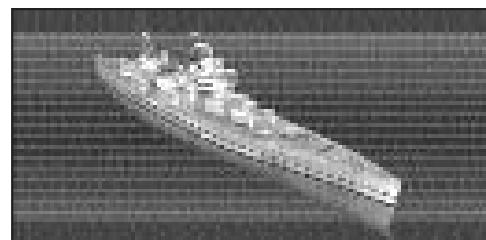
Weapons:

2 Gun Batteries

2 AA Gun Batteries

Other: 1 Ammo Box

The HMS Prince of Wales engaged Germany's battleship Bismarck in one of the crucial turning points of WWII. Though seriously damaged, the Prince of Wales sunk the Bismarck in what is now regarded as one of the great naval victories of the war. Two days after the attack on Pearl Harbor, Japanese aircraft attacked and destroyed the Prince of Wales.



NOTE

The HMS Prince of Wales has two front turrets and one rear turret. The front turrets consist of six guns total and the single rear turret has four guns. While it lacks the raw firepower of the Axis battleship, it's more than capable of engaging and sinking enemy ships without worrying about the ill effects of massive recoil experienced by the Yamato.

IJN Yamato

Affiliation: Axis

Country of Origin: Japan

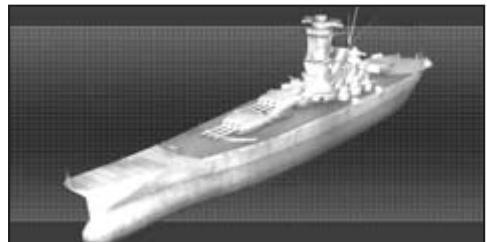
Capacity: 4

Weapons:

2 Gun Turrets

2 AA Gun Batteries

Other: 1 Ammo Box



NOTE

With its nine guns (in three turrets) on the front and six guns (in two turrets) on the back, the Yamato is an incredible war machine. The guns are so powerful and numerous that their recoil causes the ship to list and even drift. Firing broadsides at long range makes gunnery harder, requiring operators to adjust their aim after every shot to compensate for the ship's movement.

Battleship Tactics

Naval Combat

When it comes to blowing ships out of the water, nothing is quite as powerful and efficient as the battleship. Its front and rear turrets can tear through enemy ships with devastating results.

When taking charge of a battleship, your first goal is to destroy any other battleships, followed by destroyers, and aircraft carriers. When engaging enemy ships, cruise along their port or starboard sides at a distance, allowing both gun turrets to aim and score hits. If you're the only one on board, switch between the turrets by pressing **□** **□**. This way you can aim and fire one set of guns while the other set is reloading.

Don't forget the AA guns on the broadsides. At close range, these can do minor damage on other ships as well. But they aim upward, which makes it difficult to engage most vessels. Use them primarily to engage enemy aircraft.

Don't let planes distract you during a surface battle. Their bombs and torpedoes do minimal damage when compared to the guns of an enemy destroyer or battleship.

TIP

Both the front and rear turrets of the battleship can be used for indirect fire. The guns don't exactly provide pinpoint accuracy, so don't use them for bombardment when friendly troops are near the target area.

Aircraft Carriers

USS Enterprise

Affiliation: Allies

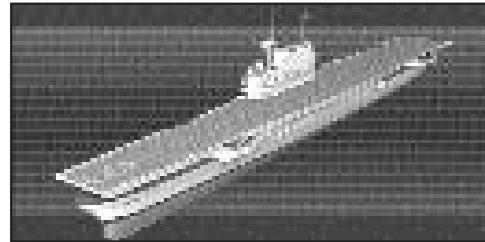
Country of Origin: USA

Capacity: 5

Weapons:

4 AA Guns

Other: 2 Ammo Boxes



The 19,800-ton USS Enterprise was the most decorated and feared vessel in the U.S. fleet. Engaging in nearly every major sea battle in the Pacific, the Enterprise contributed to the demise of 911 enemy aircraft, and she sank or crippled well over 200 enemy ships. The Big E is credited with sinking two Japanese carriers alone and a third in collaboration with the Yorktown.

NOTE The most important thing to remember when spawning on the Enterprise is that the middle spawn point places you underneath the ship, near the landing craft. It's the rear spawn point that places you on the flight deck next to the planes. Always keeps engineers on board to man the AA guns and conduct repairs.

IJN Shokaku Class

Affiliation: Axis

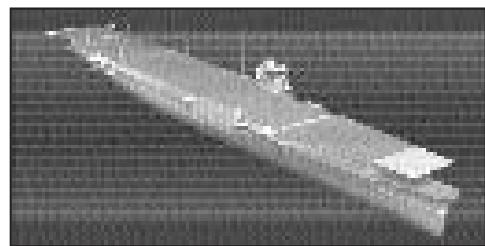
Country of Origin: Japan

Capacity: 5

Weapons:

4 AA Guns

Other: 2 Ammo Boxes



The IJN Shokaku's impressive list of engagements includes Pearl Harbor, Coral Sea and Guadalcanal, but the Shokaku did not participate in the battle at Midway, and her absence was felt hard during Japan's loss at this crucial battle. In June 1944, the USS Cavalla sank the Shokaku in the Battle of the Philippine Sea, delivering a crippling blow to the IJN.

NOTE The spawn points are reversed on the Japanese carrier with the rear point placing you below deck, and the middle point placing you on the flight deck next to the planes. Running along the port and starboard sides of the carrier near the plane spawn points are a series of poles and wires. Keep an eye out for these when making low passes or landing attempts.

TIP

Bombing the deck of a carrier causes more damage than hitting the sides.

Aircraft Carrier Tactics

Hide the Carrier

The best defensive move you can make with your carrier is to move it from its original spawn point as early as possible. This won't protect it indefinitely, but it buys you some time while enemy planes and ships scour the ocean for it.

Park it the far corner of a map. To further conceal the position of your carrier, stop using its landing craft. Troops moving ashore in landing craft act like bread crumbs, forming a trail for enemy pilots to follow back to the carrier. Your own aircraft taking off from the carrier should also take their flight paths into consideration by making random deviations in their heading.

But once the carrier is found, dig in behind the AA guns and get ready to fight.

CAUTION

Sometimes moving the carrier can cause an online server to lag. If this happens, don't move it. Preserving the game play experience of your teammates and opponents is more important than getting a slight tactical advantage.

Landing Craft

LCVP Higgins Boat

Affiliation: Allies

Country of Origin: USA

Capacity: 2+

Weapons: Machine Gun



Designed to transport fully armed troops and the material necessary for amphibious assault, these boats were the perfect vehicles for landing thousands of troops in a relatively short timeframe. In addition, by using the Higgins boats to establish beachheads, Allied forces didn't have to rely on securing ports, which were, in most cases, more heavily defended.

NOTE

Like all LCVPs, the Higgins boat can carry more than its allotted number of passengers. Although there are only four official passenger positions, several troops can hop in the cargo hold area. But don't carry too many troops in one boat—all it takes is one bomb or well-aimed shell to end your plans of an amphibious landing.

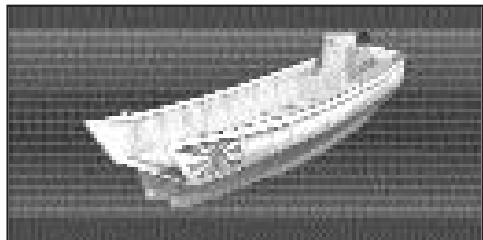
Dai-Hatsu 14M

Affiliation: Axis

Country of Origin: Japan

Capacity: 2+

Weapons: Machine Gun



Japan used the Dai-Hatsu landing craft effectively throughout World War II. Like the U.S. Higgins boats, troops and supplies were unloaded via a panel in the bow. Used primarily for amphibious assault and supply transport, the Dai-Hatsu landing craft could also be fitted with a machine gun and used as a patrol gunboat.

NOTE The Dai-Hatsu isn't quite as maneuverable as the Higgins boat—its turning radius is noticeably wider. But when it comes to speed, they're about the same. The pilot of the boat is well protected within an enclosed pilot house, but the machine gunner has little protection against enemy gunfire.

Italian LCVP

Affiliation: Axis

Country of Origin: Italy

Capacity: 2+

Weapons: Machine Gun



This landing craft is an Italian version of the more widely known Allied Higgins boat.

NOTE This performs and looks much like the Higgins boat, but there are some minor design differences. The back end of the boat is completely open, leaving the pilot and gunner open to fire from the rear. Unlike most Axis vehicles, this one sports the American-made Browning machine gun.

TIP

When making amphibious landings, keep the landing ramp up until you hit the beach. This helps protect soldiers inside from machine gun fire. While the front landing ramp of all LCVPs can repel heavy machine gun fire, the sides are rear have lighter armor. Hits taken along these sides will cause damage to the boat.

Landing Craft Tactics

The Patrol Boat

Destroyers, battleships, and aircraft carriers all carry landing craft. You can jump in one by approaching it at the ship's rear and pressing **E**. Once inside, switch either to the pilot (**1**) or the gunner (**2**) positions. Only the pilot can disengage the boat from its parent ship by pressing **W**.

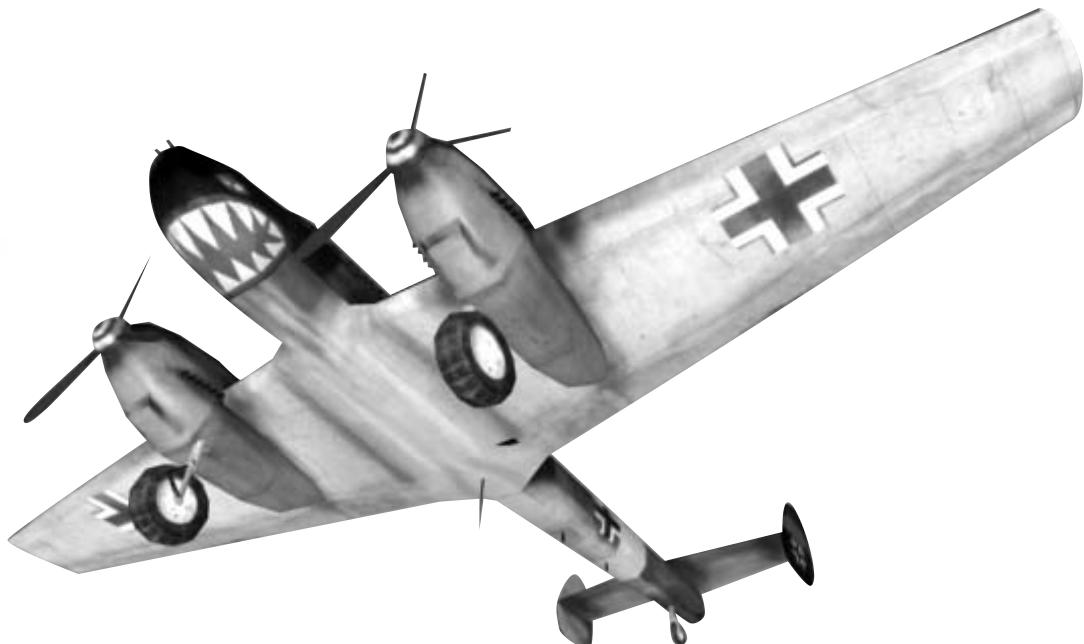
The main purpose of landing craft is to transit friendly troops between ships and the shore. To lower the landing ramp, press **↑**. Otherwise, getting out of the boat is extremely difficult.

Landing craft can also be used as patrol boats. Use them to strafe enemy positions along the shoreline. Their mounted machine gun can also be used to shoot down enemy aircraft. Even one operating machine gun in your fleet can greatly enhance its defense. You don't even need to drop the boat in the water. With two landing craft per ship, each has two additional machine guns.

The limited forward firing arc of these guns provide better coverage when in the water facing inward, towards the fleet.

TIP

A landing craft's machine gun does no damage to submarines. But they are particularly effective against other LCVPs. Aim for the sides and rear to sink them quickly.



OPERATION BATTLEAXE

Historical Overview

By June 1941, the British had run a supply convoy through the Axis Mediterranean blockade and were ready to face the 15th Panzer division to relieve the Tobruk garrison from Rommel's siege.



The close proximity of the control points makes for intense infantry and tank battles.

Summary

The British and Germans start on fairly even footing in this head-on map. Not only are the vehicle types available to each side nearly identical, but so are the starting positions.

Each side holds three of the six control points. Although the map is extremely large, all six control points are within a couple of map grid squares. This makes for intense close-quarter fighting that requires a fair amount of assault and anti-tank troops.

As in all head-on maps, you only need to hold one more than half of the control points. On this map, that means you need to capture one more control point while holding the original three.

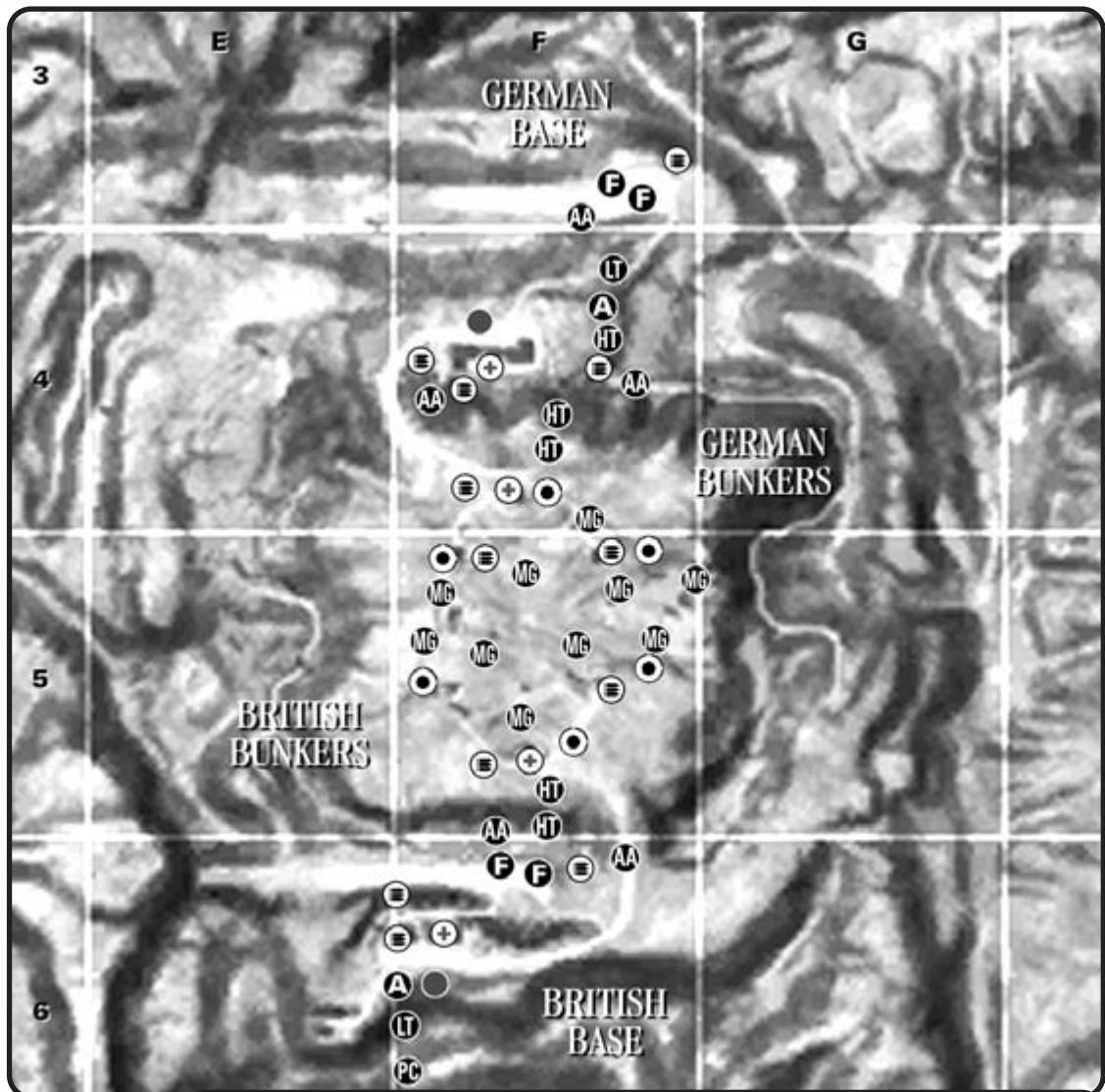
Bases can't be captured, so there's no point in capturing all six control points—that just spreads out your defensive forces. As soon as you hold four points, your opponent's tickets start ticking away. They won't tick away any faster if you hold more than four control points.

Description: Allied and Axis headquarters sit atop plateaus opposite each other, separated by a battle-torn valley.

Conquest Map Type:
Head-on

Objective: Maintain control of more than half of the control points on the map.

Available Multiplayer Games: Capture the Flag, Team Death Match, Co-op, Conquest



- HT Heavy Tank
- LT Light Tank
- TD Tank Destroyer
- PC Half-track
- C Car
- A Artillery
- F Fighter
- FB Fighter-Bomber
- DB Dive Bomber
- HB Heavy Bomber

- D Destroyer
- AC Aircraft Carrier
- B Battleship
- LC Landing Craft
- S Submarine
- MG Machinegun
- AA Anti-Aircraft Gun
- CA Coastal Artillery Gun
- AT Anti-Tank Gun

ICONS

- Base
- Control Point
- First Aid Cabinet/Crate
- Ammo Box
- Repair Platform/Hangar

Bases & Control Points

British Base



Position the M7 between these buildings for added protection from enemy artillery and air strikes.

The British Base lies to the south, just behind three north-facing bunkers. On a plateau just below the base, a flat, narrow strip of land runs east and west. This serves as a makeshift airfield for a couple of Spitfires.

Use the nearby AA guns to ward off enemy aircraft while friendly planes take off and land. Back at the base, use the M7 Priest to deliver indirect artillery fire to the battlefield below. The M7 is extremely vulnerable to attacks from the air, so park it between a couple of buildings for more protection from enemy bombs and shells.

German Base



The German Base, located on the north end of the map, is very similar to the British Base. The airfield is on a ledge, a good distance behind the base. Unless you plan to fly a plane or operate the AA gun that protects the air strip, don't choose this as your spawn point—it's a long walk down.

Location: Map Grid F6

Vehicles:

- 1 M10 Wolverine
- 1 M7 Priest
- 1 M3 Half-Track
- 2 Spitfire Mk VB

Defensive features:

- 2 AA Guns

Other:

- 1 British Flag (CTF)
- 3 Ammo Boxes
- 1 First Aid Cabinet

Location: Map Grid F4

Vehicles:

- 1 PzKfW Mk.VI Tiger
- 1 SdKfz.124 Wespe
- 1 Hanomag Sdkfz.251
- 2 Messerschmitt Bf-109e

Defensive Features:

- 3 AA Guns

Other:

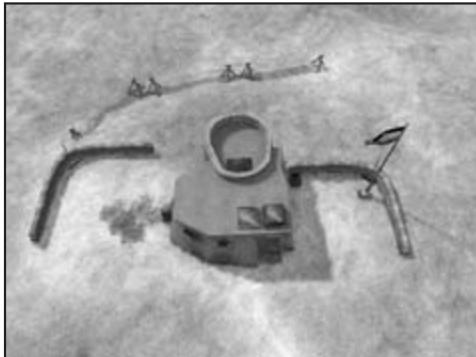
- 1 German Flag (CTF)
- 4 Ammo Boxes
- 1 First Aid Cabinet

Like the British Base, this one has a self-propelled artillery piece—the German-made Wespe. This is best used from higher terrain. An upper-story balcony on the center building is a good vantage point from which scouts can snipe and spot artillery.



This rooftop provides a sweeping view of the battlefield and is a great spot for sniping.

Control Point A: German First-Line Bunker (West)



Control Point A, the German right flank, faces off against Control Point F to the south. Because of its proximity to the German Base, it's a tough point for the British to capture and hold. Two mounted machine guns help strengthen this bunker's defenses, but don't stand behind the guns too long—you make a juicy target for enemy snipers.



Location: Map Grid F5

Initial Control: German

Vehicles:

None

Defensive Features:

2 Machine Guns

Other:

1 Ammo Box



Control Point B: German Second-Line Bunker



The Germans must hold this key point at all costs, lest the British gain a spawn point (with tanks) within striking distance of the German Base. It also holds the only First Aid Cabinet on the north side of the battlefield.

Control Point C: German First-Line Bunker (East)



The Germans should expect several hefty attacks from the south directed at Control Point C. It's lined up directly across from the British Base entry point, so look for tanks (such as M10 Wolverines) to barrel straight ahead.

Use engineers and anti-tank troops to bolster defenses. Bring the Sdkfz.251 half-track down from the base to act as mobile field hospital. Park it right behind the bunker to protect it from enemy shelling.

Location: Map Grid F4

Initial Control: German

Vehicles:

2 Light Tanks (M4 Sherman or PzKfW Mk.IV Panzer)

Defensive Features:

1 Machine Gun

Other:

1 Ammo Box

1 First Aid Cabinet

Location: Map Grid F5

Initial Control: German

Vehicles:

None

Defensive Features:

2 Machine Guns

Other:

1 Ammo Box

Control Point D: British First-Line Bunker (East)



Located opposite of Control Point C, this position probably won't face as much fire as others in the British line. Still, watch out for flanking maneuvers along the east side, where rough terrain can conceal advancing enemy troops and vehicles.

Even if it's captured, the nearby spawn point at the British airstrip makes this a tough spot for the Germans to hold.

Location: Map Grid F5

Initial Control: British

Vehicles:

None

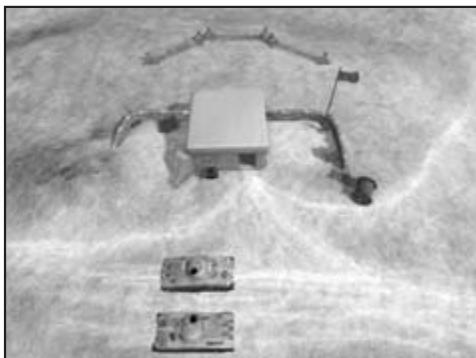
Defensive Features:

2 Machine Guns

Other:

1 Ammo Box

Control Point E: British Second-Line Bunker



Like Control Point B, this one includes valuable spawn points for 2 light tanks. The bunker here can be used as a sniper post. Use the First Aid Cabinet to heal your wounds and return to action.

Location: Map Grid F5

Initial Control: British

Vehicles:

2 Light Tanks (M4 Sherman or PzKfW Mk.IV Panzer)

Defensive Features:

1 Machine Gun

Other:

1 Ammo Box

1 First Aid Cabinet

Control Point F: British First-Line Bunker (West)



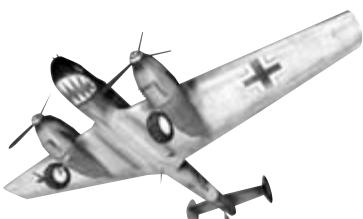
Located directly south of the German Base entry point, Control Point F is likely to come under heavy attack. British defenders must watch out for assaults by German tanks and infantry moving along the west edge.

Allied Strategy

Because the British and Germans are fairly evenly matched, bulk up the defenses along your flanks before you initiate an attack. The center of the battlefield is obstructed by barbed wire and other difficult terrain features, so don't expect the German armor to come up the middle.

Instead, watch for them to move around the west and east flanks. Man the three bunkers to help protect your control points from sneaky infantry, and fortify your positions with mines.

The brunt of the German attack usually comes along the west side, so be ready to defend against enemy armor attacks at Control Point F. While you defend in the west, move your troops and armor forward along the east edge to capture Control Point C.



Location: Map Grid F5

Initial Control: British

Vehicles:

None

Defensive Features:

2 Machine Guns

Other:

1 Ammo Box



Reinforce your flanks to repel enemy attacks along the east and west sides of the map.

Axis Strategy

The Germans should follow the same basic strategy as the British for the most part. But instead of advancing along the east side of the map, Germans should move along the west side against Control Point F.

In these chaotic and cramped battlefield conditions, using aircraft can be a difficult. Still, they can be used to hunt down enemy vehicles such as the British M7 Priest, as well as British tanks. The only AA guns are over the British Base, so you needn't worry about much opposition from the ground.

Operation Battleaxe Tactics

Bunker Busting

All the action centers on the six battlefield bunkers, so know how to defend and assault these concrete-reinforced structures. For starters, the bunkers are a relatively safe zone. Not only do they protect you from small arms fire, but they also shield you from bomb explosions and artillery shell blasts.



Always peek into bunkers with an automatic weapon at the ready.

TIP

Scouts can snipe quite effectively from inside a bunker. Just watch out for enemy snipers that zero in on your location.

Keep an eye on the bunker's open back door. Visibility inside the bunker is less than ideal, and the structures are easily flanked by enemy soldiers. Then all the enemy has to do is toss a grenade in from the rear opening to toast everything inside—the preferred tactic for clearing a bunker.



If you're trying to clear a bunker and are out of grenades, enter with an automatic weapon at the ready—a pistol will work in a pinch. But don't forget the perimeter defenses. Except for the second line, the bunkers are flanked by two machine guns mounted behind sandbags. Take these out first.

The bunkers are also spawn points, and enemy soldiers appear out of thin air until the control point changes to a neutral state, signaled by a gray flag on the mini-map.

Each bunker has blind spots. They all have a viewport facing toward the middle of the map, but not all have viewports to each side. Learn where each bunker's viewports are located and try to approach from a blind side. Never advance head-on toward a bunker—all its firepower faces forward, including its machine guns.

Have a friendly tank fire on the bunker from the front while your infantry sneaks around the flank. The only way to enter a bunker is through the rear door. That's your goal, because you need to enter a bunker to ensure it's clear.

TIP

Fire a tank shell into a bunker's rear entrance to eliminate threats fast.

The Booby-Trap

No matter how hard you fight, sometimes your bunkers fall into enemy hands. Rather than make a heroic last stand, plan ahead and organize a safe retreat. But first leave the new occupants a little housewarming gift.

The engineer is handy in such situations. Throw a couple of explosive charges inside the bunker, then sprinkle a few outside. Use the Ammo Box to replenish explosives, and set a string of explosives around the bunker—five or six should do.

Do this long before your bunker is in danger of being overrun. When your position is threatened, all you have to do is escape. Take extra care not to get killed retreating—if you die, all the explosives disappear.

Find a concealed spot from which to watch the bunker, and wait for the right moment—preferably when a new batch of enemy soldiers spawns in and around the bunker. Detonate the explosives and watch the fireworks. If you're lucky, you take out multiple enemies. But don't pat yourself on the back just yet. Retake the bunker and start off by placing a new trap.

You can also use explosive charges to defend your bunker, especially if all the defenders are inside. Place charges all around the bunker, but not inside. Keep an eye on the control flag. If it turns gray, an enemy nearby is contesting your control. Blow the charges before a grenade gets lobbed into your bunker.

Even if you don't have the bunker ringed with explosives, use the control flag as an alert to nearby enemies. If you can't see them from the viewports, chances are they're lurking in your blind spots.



Sneaking Through No Man's Land

Between the British and German lines is an ugly piece of scarred terrain strewn with rubble. Lines of barbed wire and tank obstacles add to the mix. Not exactly the best piece of land for combat maneuvers...or is it?

This no man's land features trench-like recesses that provide excellent cover for infantry. Stay to the lower parts of the battlefield to avoid both friendly and enemy fire overhead. It may be necessary to crouch or crawl.

These trenches also can be useful for advancing armor up the middle, but the process can be slow. Keep your tanks in the trenches to reduce their profile and make them harder to hit. If you stay low, all the enemy sees is your tank's turret.



Use the lower terrain to advance across the battlefield.

Any tanks that enter this area should be ready to evade close combat with infantry units. The uneven terrain here gives infantry the definite advantage. It's even possible for foot soldiers to duck below the tank's vertical firing arc. A couple of soldiers with a few grenades or an engineer with an explosive charge can halt an armor advance with relative ease.

As always, the key is to keep moving. The trenches are ideal mine sites because engineers can place them without being exposed to enemy machine gun fire. Moreover, tanks rushing across the map rarely see the mines in time to stop.

Trenches also provide great ambush positions for anti-tank troops who can shoot at tanks as they drive past.

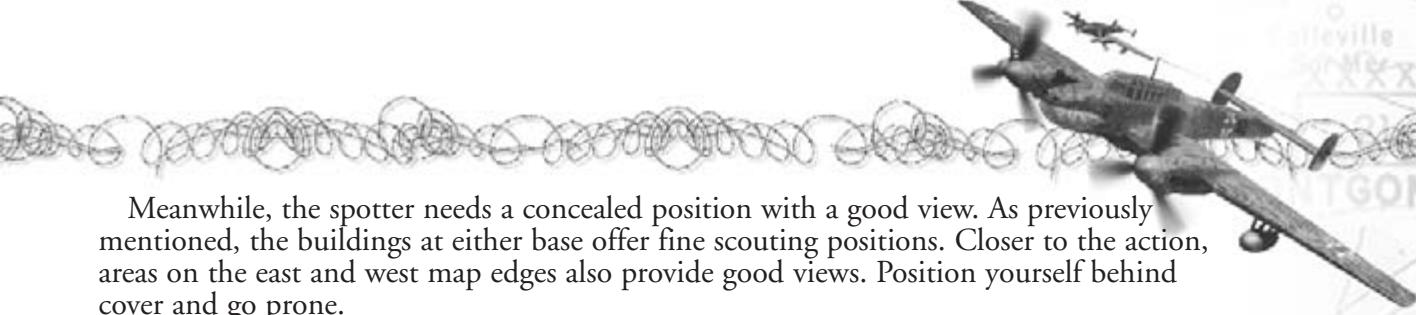
Scouting for Artillery

To get the most out of your artillery, pair up a couple of players. One should serve as the gunner and the other as the spotter. The spotter needs to be a scout. With a scout's binoculars, the spotter can relay pinpoint targeting information to a gunner sitting in either a Wespe or M7 Priest.

The indirect fire mode lets you keep your artillery away from the main action on the battlefield and still deliver accurate shelling. Keep these self-propelled guns at the bases where they spawn.



A scout and a Wespe working together make a deadly combination.

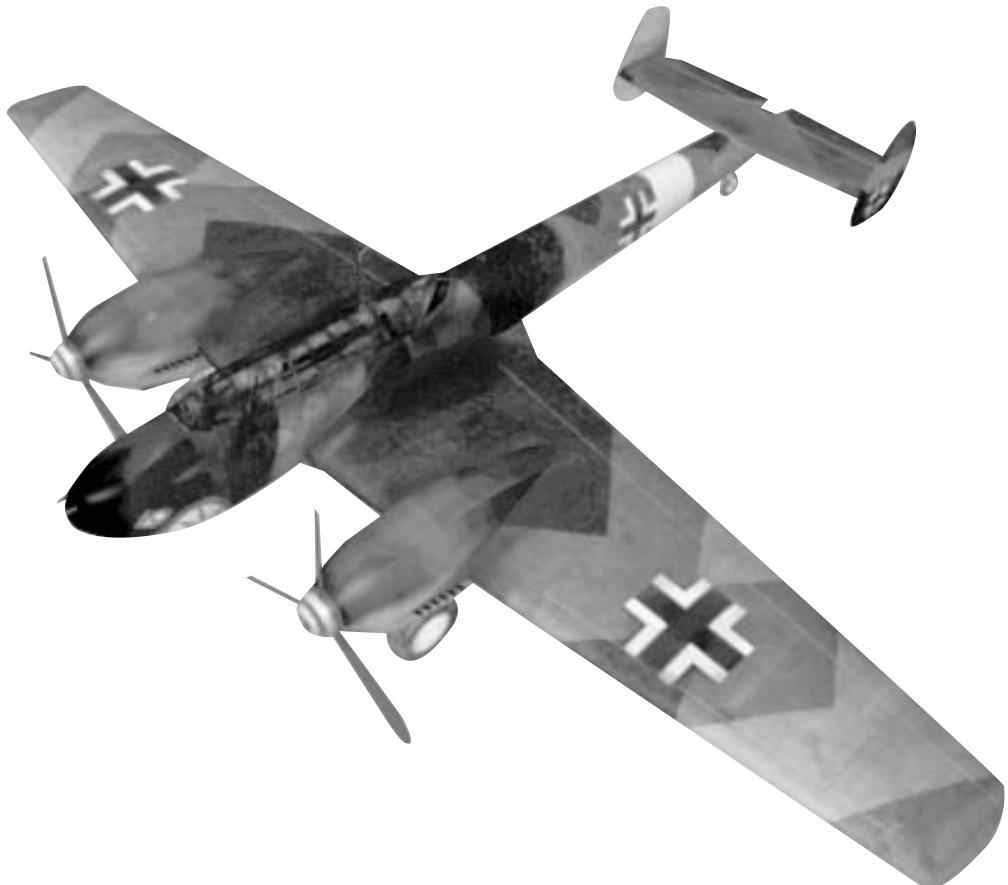


Meanwhile, the spotter needs a concealed position with a good view. As previously mentioned, the buildings at either base offer fine scouting positions. Closer to the action, areas on the east and west map edges also provide good views. Position yourself behind cover and go prone.

You only need to call in an artillery strike once every 60 seconds. More frequent calls may throw off your buddy trying to sight the artillery.

While scouting, you can take an active or passive role on the battlefield. If you engage enemy targets with your sniper rifle, however, you draw attention—and the last thing you want is to come under attack while looking through your binoculars. If the scout is killed, the artillery loses its spotter view.

The best tactic is for a sniper to spot a target, then hide. This may be boring, but it allows the artillery to fire uninterrupted. Gunners should also let scouts know when the target is wiped out and a new target is needed.



GAZALA

Historical Overview

By the end of 1941, the British army had pushed back Rommel's army to its initial positions, but German morale soared when they forced the British back to the Gazala battle lines by Feb. 6, 1942.



Deep canyons and winding roads are among the hazards in Gazala.

Summary

Gazala is a large map with widely spaced control points, making vehicles (tanks in particular) extremely valuable. At the start, both sides should focus on capturing the two neutral control points: Gabr Saleh and the Frontline Bunker.

Establishing control of the skies contributes greatly to success. Various planes can provide close air support and can be used to parachute allies onto distant control points. This tactic is useful in the opening moments.

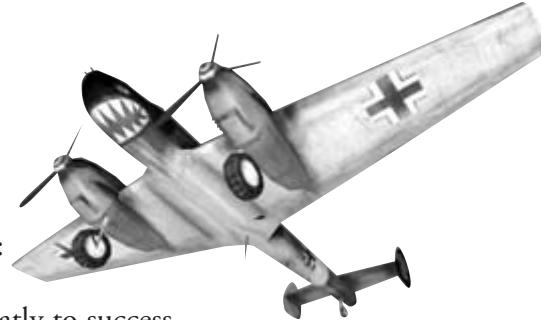
Don't forget the Abandoned Allied Airfield in the northwest. Although it's closer to the British Airfield, it's very much up for grabs. Keep tabs on Knightsbridge at Map Grid F6, too. These two bridges connect the roads between Gabr Saleh and the Frontline Bunker and can be used as a defensive chokepoint.

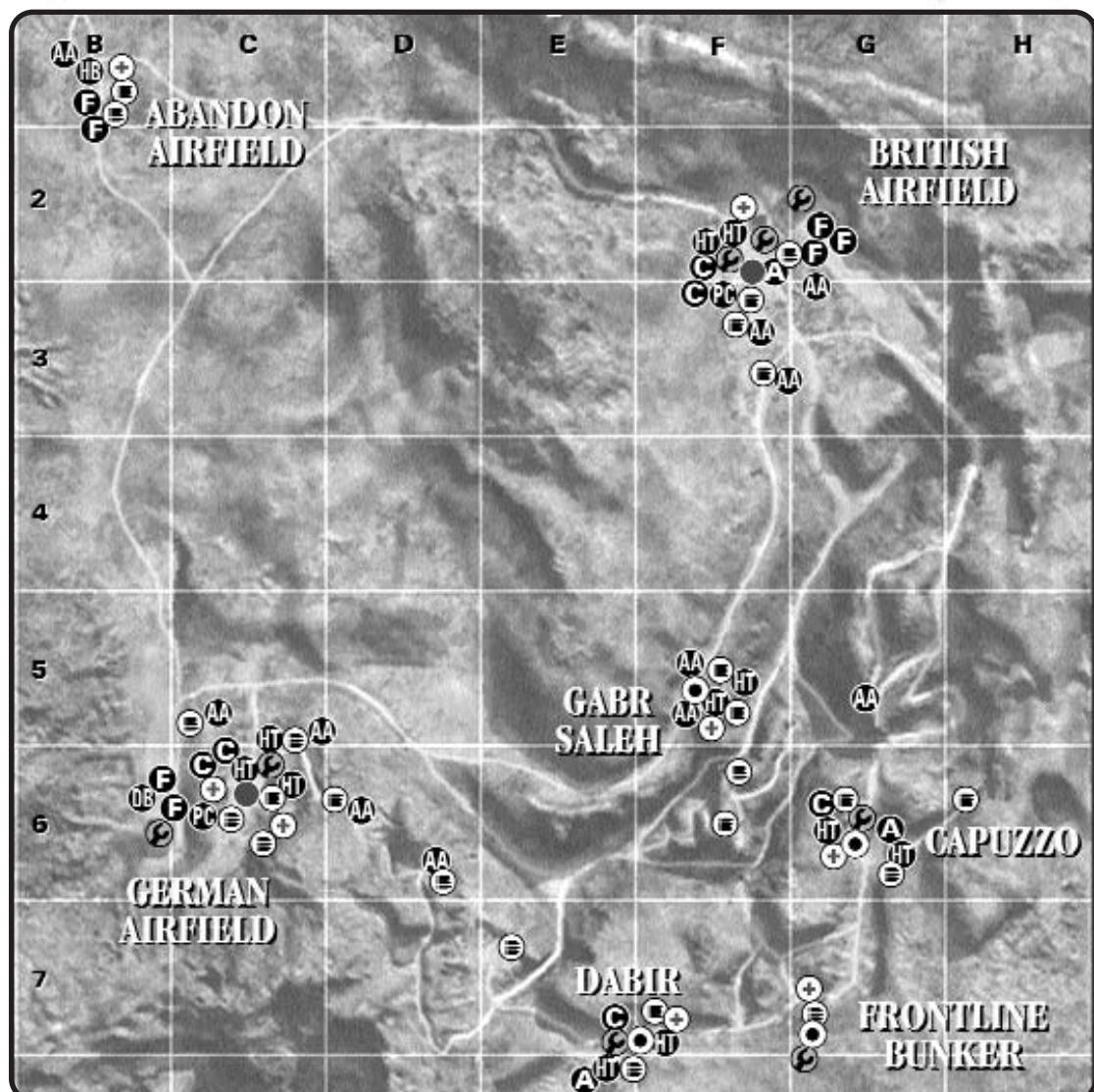
Description: Desert map with sand, rocky hills, and deep canyons. Mobility is the key because there aren't many places to hide.

Conquest Map Type:
Head-on map

Objective: Maintain control of more than half the control points on the map.

Available Multiplayer Games: Capture the Flag, Team Death Match, Co-op, Conquest





H Heavy Tank
 L Light Tank
 T Tank Destroyer
 H Half-track
 C Car
 A Artillery
 F Fighter
 FB Fighter-Bomber
 DB Dive Bomber
 HB Heavy Bomber

D Destroyer
 AC Aircraft Carrier
 B Battleship
 LC Landing Craft
 S Submarine
 MG Machinegun
 AA Anti-Aircraft Gun
 CAG Coastal Artillery Gun
 AT Anti-Tank Gun

ICONS
 ● Base
 • Control Point
 + First Aid Cabinet/Crate
 □ Ammo Box
 ▲ Repair Platform/Hangar

Bases & Control Points

British Airfield



The enemy can't capture the British Airfield, but that doesn't mean it won't come under attack. Its numerous vehicle spawn points make this sprawling airbase a target-rich environment for German pilots looking to hone their bombing skills. The three AA guns should provide adequate defense. The forward AA guns are also useful for covering the road to Gabr Saleh.

German Airfield



Like the British, the Germans must keep an eye out for enemy aircraft. Three AA guns should produce enough flak to keep them away. Two main roads lead out of the airbase. The one to the east heads toward the control points; the one to the north heads toward the Abandoned Allied Airfield.

Location: Map Grid F2

Vehicles:

- 3 M4 Sherman
- 1 M7 Priest
- 1 M3 Half-Track
- 2 Willys Overland Jeep MB
- 3 Spitfire Mk VB

Defensive Features:

- 3 AA Guns

Other:

- 1 British Flag (CTF)
- 4 Ammo Boxes
- 1 First Aid Cabinet
- 2 Repair Platforms

Location: Map Grid C6

Vehicles:

- 3 PzKfW Mk.IV Panzer
- 1 SdKfz.124 Wespe
- 1 Hanomag Sdkfz.251
- 2 VW Type 82 Kübelwagen
- 2 Messerschmitt Bf-109e
- 1 Junkers Ju-87B Stuka

Defensive Features:

- 3 AA Guns

Other:

- 1 German Flag (CTF)
- 6 Ammo Boxes
- 2 First Aid Cabinets

Control Point A: Gabr Saleh



Located on a canyon ledge, Gabr Saleh can be a tough nut for German attackers to crack. The two main approaches are the road to the southwest and Knightsbridge to the south. The road to the north leads to the British Airfield.

Two AA guns and steep canyon walls make air attack of this control point difficult. Strafing and bombing runs must follow a north–south flight path. Because it is difficult to access, this control point is a good candidate for a German paratroop operation. The British can reach this one by simply driving south from their airfield.

Control Point B: Capuzzo



Controlled by the British at the outset, Capuzzo is a large control point with several valuable vehicle spawn points. Fortunately, they're off to the sides and pose challenging targets for enemy pilots. The middle of the control point is a long, wide road that can be used as an impromptu airstrip.

Location: Map Grid F5

Initial Control: Neutral

Vehicles:

2 Light Tanks (M4 Sherman or PzKfW Mk.IV Panzer)

Defensive Features:

2 AA Guns

Other:

2 Ammo Boxes

1 First Aid Cabinet

Location: Map Grid G6

Initial Control: British

Vehicles:

2 Light Tanks (M4 Sherman or PzKfW Mk.IV Panzer)

1 Artillery (M7 Priest or SdKfz.124 Wespe)

1 Car (Willys Overland Jeep MB or VW Type 82 Kübelwagen)

Defensive Features:

1 AA Gun (across the bridge to the north)

Other:

2 Ammo Boxes

1 First Aid Cabinet

1 Repair Platform

This is both a strength and weakness. On the plus side, it can be used as a forward airbase to repair damaged planes. A minus is that enemy pilots can swoop down and land, capture the point, then take off again. Always leave defenders behind. The British must hold this position, because it's their sole initial presence on the eastern side of the canyon and can be difficult to recapture.

TIP

The area north of Capuzzo (across the bridge) has an AA gun and a great view of Gabr Saleh (A) to the West. This position is ideal for lobbing artillery shells across the canyon at the town.

Control Point C: Frontline Bunker



The Frontline Bunker is a major point of contention at a precarious crossroad. A road approaches from Gabr Saleh to the northwest, a major avenue of attack. The control point faces other opposition as well, sandwiched as it is between Capuzzo in the northeast and Dabir in the west.

Although there are no vehicle spawn points or defensive features, tanks can use the elevated Repair Platform to fire on enemy advances from the northeast or west. The bunker to the northwest (the one with the First Aid Cabinet) blocks the view of the road on the other side—a considerable blind spot should the control point be attacked from this direction.

Still, you can position troops in the bunker and have them fire out of its two viewports. Keep at least one assault and one anti-tank soldier behind to defend this control point.

Location: Map Grid G7

Initial Control: Neutral

Vehicles: None

Defensive Features: None

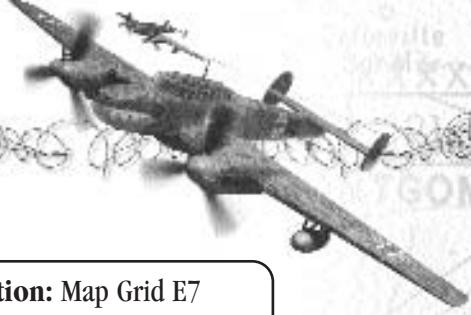
Other:

1 Ammo Box

1 First Aid Cabinet

1 Repair Platform





Control Point D: Dabir



Like Capuzzo, Dabir has several vehicle spawn points, making it a key jump-off point for German attacks along the east side of the canyon. Unfortunately, it hasn't much in the way of air defenses and is extremely vulnerable to air attacks. Of the vehicles that spawn here, the light tanks with their turret-mounted machine guns provide the best firepower to ward off enemy aircraft. Consider leaving one tank behind on defense.

Location: Map Grid E7

Initial Control: German

Vehicles:

2 Light Tanks (M4 Sherman or PzKfW Mk.IV Panzer)

1 Artillery (M7 Priest or SdKfz.124 Wespe)

1 Car (Willys Overland Jeep MB or VW Type 82 Kübelwagen)

Defensive Features:

None

Other:

2 Ammo Boxes

1 First Aid Cabinet

1 Repair Platform

Abandoned Allied Airfield



This isn't a control point, but two Spitfires and a B-17 lure many players to this distant airfield. The best way to get here is by Jeep or Kübelwagen from either airfield. Unless you're playing in a very large game, don't invest manpower in defending this airfield—just grab a plane and take off. But if one side can hold this spot, it guarantees exclusive use of the B-17. If piloted effectively, the B-17 can be vital to your team's success.

Location: Map Grid B1

Vehicles:

2 Spitfire Mk VB

1 B-17 Flying Fortress

Defensive Features:

1 AA Gun

Other:

2 Ammo Boxes

1 First Aid Cabinet

NOTE
The B-17
only spawns at the
Abandoned Allied Airfield
during multiplayer games, with
the exception of Co-op.

Allied Strategy

The British stand a good chance of capturing the two neutral control points before the Germans can reach them, but speed is an issue. First, dispatch the armored units at the British Airfield to Gabr Saleh. Even at a leisurely pace, they reach this point ahead of the Germans. When the units arrive, line up defenses along the road to the southwest.

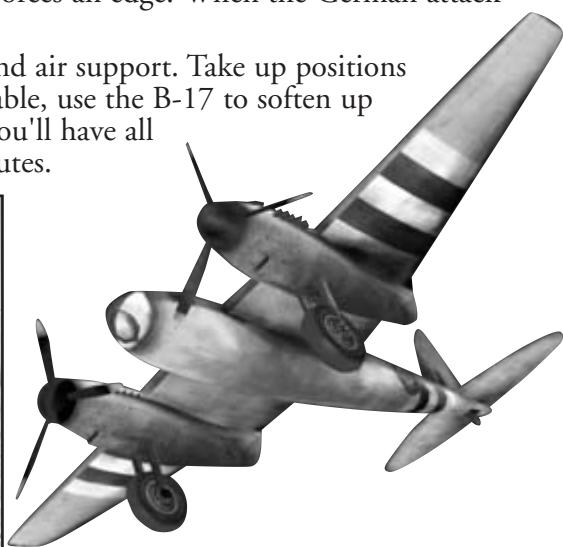
For added protection, use engineers to place mines along Knightsbridge to the south. Meanwhile, send mixed units from Capuzzo to the Frontline Bunker. Send a couple of engineers in a Jeep to grab the point quickly. When the engineers are in place, the tanks roll up behind for added support.

Park a tank on the Repair Platform and fire on any German forces advancing from Dabir. Your Spitfires can help out with strafing and bombing runs on the German tanks. Taking out even one tank gives your ground forces an edge. When the German attack subsides, press forward to Dabir.

Again, send troops into town with a Jeep and air support. Take up positions quickly and follow up with tanks. If it's available, use the B-17 to soften up resistance before moving in. If all goes well, you'll have all of the control points within the first few minutes.



The Jeep is a great way to get around the map quickly.



Then you have to defend as the Germans try to break out. Concentrate your defenses at Dabir and Gabr Saleh. Increase defenses around the Frontline Bunker, too, because this point is also vulnerable to attacks from the pass to the northwest. If you hold at these points, you shouldn't have to worry about Capuzzo, but it's a good idea to leave someone behind just in case.

While your ground units dig in, send your Spitfires out searching for incoming German armor. It's not necessary to capture all the control points, but it makes containing the Germans much easier and limits the number of tanks they have to throw at you.

Axis Strategy

Instead of holding all of the control points, the Germans should simply hold the east side of the canyon. To start, send a Stuka with an engineer in the back seat to Gabr Saleh. Instead of bombing the town, the engineer should parachute down to capture the control point.

On the ground, mine the road to the north to block British armor. The defenses don't have to be top-notch, but should be good enough to distract the British for a while. Meanwhile, send all of your armor (from the airfield as well as Dabir) to take the Frontline Bunker. Next, use your Messerschmitts to bomb the British armor units at Capuzzo, and follow with armor to capture the town.

Your light defense at Gabr Saleh probably comes under vicious attack from the north. But with three control points in your possession, you can afford to lose this one.



Destroy the British armor to secure control of the east side of the canyon.

At best, this position lets you inflict massive casualties as the British attempt to spawn in the town. Just watch out for British fighters. The nearby AA gun can help protect the Wespe as it fires away.

Meanwhile, send the aircraft to patrol the roads just south of the British Airfield and intercept British armor and troops. As long as you hold the three east control points, the British tickets tick away.

When the east side of the canyon is secure, start setting up your defenses. Let the British have Gabr Saleh and pull back across Knightsbridge toward the Frontline Bunker. Along the way, use engineers to lay mines on the bridges. Now you can use the bridge as a chokepoint as the British attempt to cross over to the east side of the canyon.

Beef up the defenses around the Frontline Bunker and north of Capuzzo. At Capuzzo, lay mines just north of the bridge to prevent British armor from invading the control point. Then bring up a Wespe to the same area (next to the AA gun) and begin shelling Gabr Saleh on the other side of the canyon.



Gazala Tactics

The Repair Platform Defense



The Repair Platform at the Frontline Bunker is elevated and ideal to use for firing down on your opponents. Get there before they do!

attack. The Repair Platform can't offset the damage dealt by an incoming bomb.

Canyon Close Air Support



A Stuka scores a hit on a British Sherman. Patrol the canyon roads and you're bound to find plenty of targets.

All the control points except Gabr Saleh have Repair Platforms. Drive a damaged vehicle onto them and repairs begin automatically. The platforms are also valuable during enemy attacks. Drive a tank onto one, sit back, and fire away at incoming enemy forces.

If you take hits, the damage is repaired as long as the tank is on the platform. But don't get too comfortable—you're not totally invincible. Each hit you incur takes time to repair. Too many consecutive hits can overburden the repair process.

Engineers can speed up repairs, but they're vulnerable to explosive shells. And because you're stationary, the Repair Platform tactic leaves you vulnerable to air

Speaking of bombs, aircraft play a big role on this map. As many as nine planes can take to the air at one time, making for chaos in the skies. The general lack of AA guns gives pilots on both sides wide latitude, but novices may find the tight canyons difficult to maneuver in.

To deliver your ordnance accurately, you must swoop into the canyons without running into the rocky walls. Your flight path should always parallel the roads below. This gives you more space to operate and allows you to line up your targets more easily. Avoid steep banked turns on a bombing approach. Use the rudder to make slight corrections to your heading.

TIP

If you're a good enough pilot, fly beneath Knightsbridge. Besides proving your skills, this is a good tactic for shaking an enemy fighter off your tail.

The Flying Fortress



You need plenty of room for takeoff to get this beast in the air. shell, with a similar blast radius. If you line up eight bombs in a narrow canyon crawling with tanks and infantry, you're bound to hit something.

While you make a pass, your buddy can jump into the ball turret and strafe ground targets. Having a gunner onboard is also useful if you come under attack by enemy fighters. The top turret provides a good 360-degree view and is the better of the two gun positions when engaging fighters.

Bring a couple of friends to the Abandoned Allied Airfield. You need some help with the B-17. Of the three positions, pilot and ball gunner are most useful for this map. Like the fighter pilots, you want to align your flight path with the roads below. But stay above the canyon walls, rather than descend down between them. This beast isn't that maneuverable.

Your accuracy suffers for the greater distance, but the eight-bomb payload more than makes up for it. The bombs are bigger than those carried by the fighters and detonate like an artillery shell, with a similar blast radius. If you line up eight bombs in a narrow canyon crawling with tanks and infantry, you're bound to hit something.



WAKE ISLAND

Historical Overview

Dec. 8, 1941: A Japanese force was ordered to take the island of Wake, hoping to secure it within 48 hours. U.S. troops resisted for two weeks, inflicting heavy casualties on the Imperial fleet.



Don't let the serene surroundings fool you—Wake Island isn't a tropical resort.

Description: The island, a coral reef, is home to a U.S. airbase. Fortifying the base is difficult because of the island's small size.

Conquest Map Type:
Assault map

Objective: As the attacker, the Japanese must control every control point. The Americans win if they are successful in holding the attackers at bay.

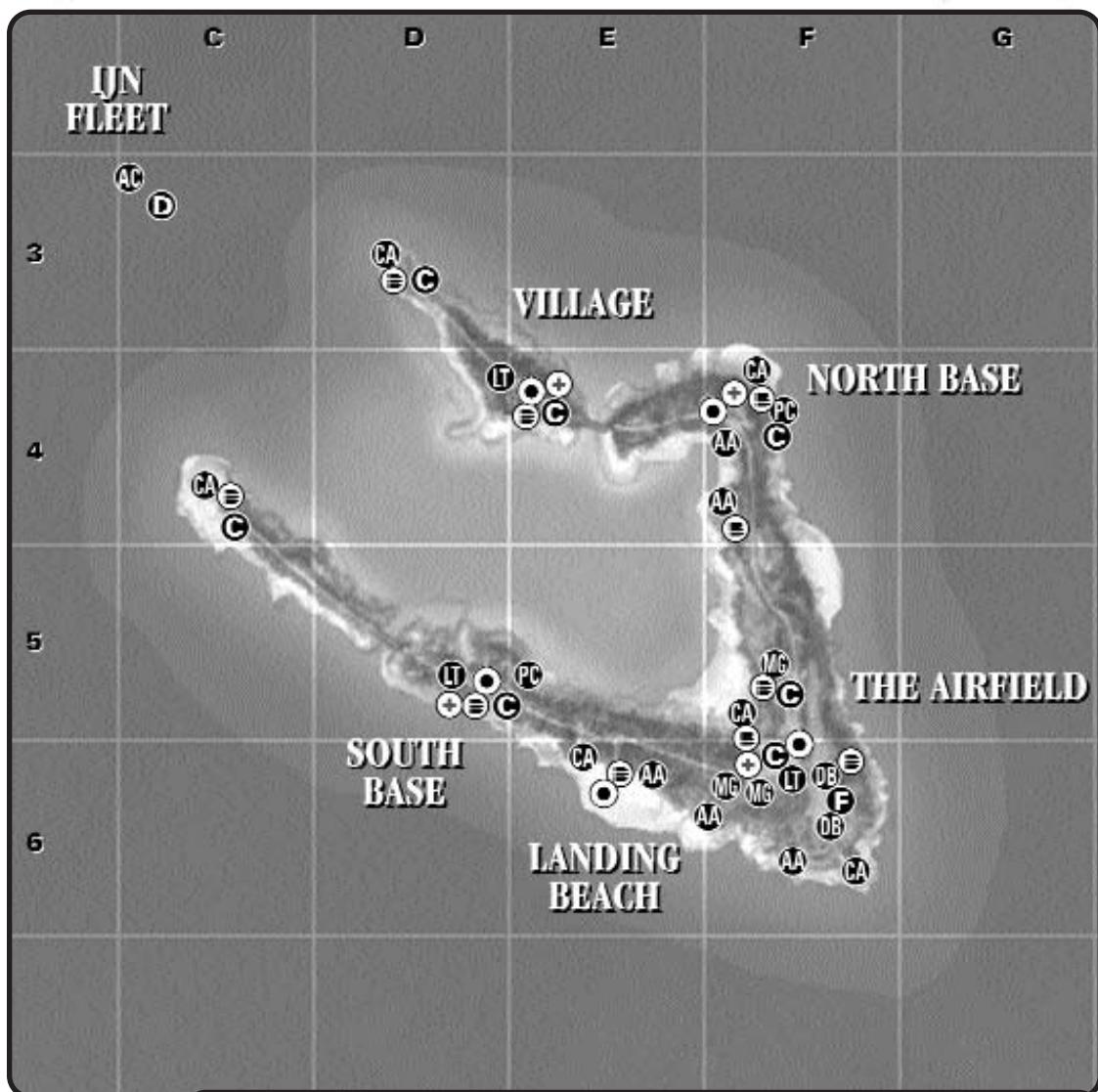
Available Multiplayer Games: Capture the Flag, Co-op, Conquest

Summary

The Americans appear to have the upper hand as the defenders, but the Japanese fleet poses a formidable threat. The Japanese have a destroyer, aircraft carrier, and multiple landing craft at their disposal. It won't be easy to keep their forces off the island.

On this assault map, unlike a head-on map, each side attempts to seize and hold all the island's five control points to start the opponent's tickets ticking down. Holding all the control points is an extremely daunting task, but it's the quickest way to victory.

This is a bit easier for the Japanese. All they have to do is grab island control points to eliminate the American spawn points. The Americans must not only hold on to the island, but they must also sink the Japanese fleet to keep the enemy from spawning offshore.



HT Heavy Tank
 LT Light Tank
 TD Tank Destroyer
 HC Half-track
 C Car
 A Artillery
 F Fighter
 FB Fighter-Bomber
 DB Dive Bomber
 HB Heavy Bomber

D Destroyer
 AC Aircraft Carrier
 B Battleship
 LC Landing Craft
 S Submarine
 MG Machinegun
 AA Anti-Aircraft Gun
 CA Coastal Artillery Gun
 AT Anti-Tank Gun

ICONS
 ● Base
 ○ Control Point
 (+) First Aid Cabinet/Crate
 (B) Ammo Box
 (P) Repair Platform/Hangar

Bases & Control Points

IJN Fleet



The Imperial fleet is the centerpiece of the Japanese invasion and should get adequate attention from both sides. The aircraft carrier and destroyer provide five Japanese spawn points—two on the destroyer and three on the carrier. They also possess enough firepower to turn the tide in favor of the Japanese.

But individually they are vulnerable to American attacks. They must stick close together to defend one another. The destroyer needs to knock out the coastal artillery batteries with its 3.9-inch guns, while the carrier's AA guns take on incoming American fighters and bombers.

Use engineers to pilot and man the ships' defenses so they can repair any damage. Although the Americans can't capture the ships, don't be surprised if some U.S. troops try to parachute onto the decks to raise havoc. The planes on the aircraft carrier are particularly vulnerable to sabotage or outright theft.

Shallow waters (indicated by the light blue color on the mini-map) surround Wake Island, so be careful not to run the ships aground. If you do, they're stuck for good and become easy targets for enemy planes, artillery, and even tanks. If destroyed, the ships respawn, but not for several minutes.

NOTE

In single-player games, the destroyer spawns on the opposite side of the island, near the airfield.

Location: Map Grids B3 & C3 at the start

Vehicles:

- 1 IJN Shokaku Class (Aircraft Carrier)
- 1 A6M Zeke/Zero
- 1 Aichi D3A1 Val
- 1 IJN Akizuki Class (Destroyer)
- 4 Dai-Hatsu 14M

Defensive Features:

- 4 AA Guns (Aircraft Carrier)
- 2 Machine Guns (Destroyer)
- Depth Charges (Destroyer)

Other:

- 2 Ammo Boxes

Control Point A: Village



As the control point closest to the Imperial fleet's starting position, the Village sees quite a bit of action in the opening moments. To the northwest is a coastal artillery battery that can be used to fire on the fleet.

Americans can reach it quickly by hopping in a Jeep and driving out to it. Another Jeep is parked right next to the battery. If the fleet moves in closer, the Sherman tank can also be used to fire at the ships. The tank is best suited for staying within the confines of the Village and confronting invading infantry.

Because the Japanese landing craft can access both sides of the control point, the American armor should pull back to the bridge to the east and make a defensive stand there while Allied infantry takes up positions in the buildings. One well-concealed soldier hiding among the buildings can keep the control point from falling into enemy hands.

Control Point B: North Base



Location: Map Grid E4

Initial Control: American

Vehicles:

1 Car (Willys Overland Jeep MB or VW Type 82 Kübelwagen)

1 Light Tank (M4 Sherman or Chi Ha 97)

Defensive Features:

None

Other:

1 Ammo Box

1 First Aid Cabinet

Location: Map Grid F4

Initial Control: American

Vehicles:

1 Car (Willys Overland Jeep MB or VW Type 82 Kübelwagen)

1 APC (M3 Half-Track or Hanomag Sdkfz.251)

Defensive Features:

2 AA Guns (1 on the hill to the south)

1 Coastal Artillery Battery

Other:

1 American Flag (CTF)

1 Ammo Box

1 First Aid Cabinet

The North Base is vital to controlling the north side of the island. If used effectively, the two AA guns keep enemy planes away, giving ground forces a chance to stage assaults on either the Village to the west or the Airfield to the south.

Steep cliffs and barbed wire also guard the control point, making amphibious landings difficult. When it comes to big guns, however, this control point is lacking, making it vulnerable to armored attacks from both sides. Keep a couple of anti-tank soldiers around for defense. In a pinch, use the AA guns against enemy tanks.

Control Point C: The Airfield



NOTE

In the single-player games, the Airfield has no machine guns and the planes' spawning points are slightly different.

Largely because of its three aircraft spawn points, the Airfield is always a popular control point. But its size makes it tough to defend, especially if attacks come simultaneously from the west and north. The key is to keep friendly troops near the flag.

Nearby buildings provide adequate cover and close proximity to the control point. To allow quick takeoffs and landings and to avoid frustrating your pilots, don't leave vehicles in the middle of the airstrip. Two AA guns provide decent coverage, but both are positioned in places that lack good 360-degree views. As a result, the north side of the Airfield is somewhat vulnerable to air attack.

TIP

Rotate the inner coastal artillery battery (near the control point) to cover the west approach and knock out enemy tanks.

Location: Map Grid F6

Initial Control: American

Vehicles:

2 Cars (Willys Overland Jeep MB or VW Type 82 Kübelwagen)

1 Light Tank (M4 Sherman or Chi Ha 97)

1 Fighter (F4U Corsair or A6M Zeke/Zero)

1 Dive Bomber (SBD-6 Dauntless or Aichi D3A1 Val)

1 Torpedo Bomber (SBD-6 Dauntless or Aichi D3A1 Val)

Defensive Features:

2 AA Guns

3 Machine Guns (in the guard towers)

2 Coastal Artillery Batteries

Other:

3 Ammo Boxes

1 First Aid Cabinet



Control Point D: Landing Beach



Expect the Landing Beach to change hands most often. It's easy to capture and extremely difficult to defend. The beach is completely open to fire from the hills above as well as from the sea. The bunker nearby doesn't offer much protection—all it takes is one grenade to flush out troops inside.

Hold this point from the cliffs overlooking the beach. If it's captured, toss grenades onto the beach as a group of enemy troops spawn, then move in to re-capture it.

Control Point E: South Base



Because of weak defensive positions at the Landing Beach, units from the South Base are largely responsible for holding the island's south fork. The road to the west leads to a coastal artillery battery that can be used to engage the Japanese fleet. The AA gun is set back to the west as well, and provides excellent coverage of the control point as enemy planes swoop down for strafing and bombing runs.

Location: Map Grid E6

Initial Control: American

Vehicles:

None

Defensive Features:

1 AA Gun

1 Coastal Artillery Battery

Other:

1 Ammo Box

Location: Map Grid D5

Initial Control: American

Vehicles:

1 Car (Willys Overland Jeep MB or VW Type 82 Kübelwagen)

1 APC (M3 Half-Track or Hanomag Sdkfz.251)

1 Light Tank (M4 Sherman or Chi Ha 97)

Defensive Features:

1 AA Gun

Other:

1 Japanese Flag (CTF)

1 Ammo Box

1 First Aid Cabinet

The Americans can use a bridge to the west as a defensive chokepoint if invading Japanese troops are foolish enough to beach their landing craft on the other side.

NOTE Capture the Flag games have only three control points: the North Base, the Airfield, and the South Base. The North Base has the American flag; the South Base has the Japanese flag.

Allied Strategy



Try to single out the Japanese destroyer. If it isn't protected by the aircraft carrier's AA guns, it won't take long for your planes to sink it.

opponent, the carrier can be extremely dangerous to attack from the air because of its four side-mounted AA guns. Persistent hits from either your planes or your coastal artillery should send the carrier to the bottom eventually.

Even though sinking the Japanese fleet is a key task, you probably won't need more than four or five soldiers to pull it off.

While the airplanes bomb the fleet, focus the rest of your team on pushing the Japanese infantry off the island. Expect heavy assaults at the Village and the South Base. Use assault troops to repel attacks at these points. Gaining control of these positions gives the Japanese spawn points for tanks, easing their drive toward the Airfield.

The Americans' primary goal is to keep the Japanese off the island. Go after the Imperial fleet with your three airplanes. Get them in the air as soon as possible because Japanese planes are likely to try to hit them while they're still grounded.

Send troops from the Village and the South Base to man the two coastal artillery batteries on the west edges of the island. The first target should be the destroyer. It poses the biggest threat to your ground forces, plus it's the easier of the two big ships to sink. If all planes and artillery focus on the destroyer, it should go down rather quickly.

Now, turn your attention to the carrier. Depending on the tactical skills of your

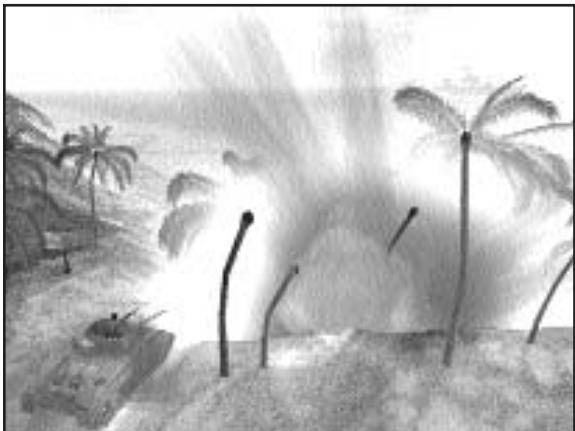


Use tanks to help hold back the Japanese invasion.

For the most part, defending Wake Island is a wait-and-see affair. The Japanese landing craft can drop their ramps just about anywhere, making each control point a possible target. Respond quickly to prevent the enemy from attaining a stable foothold. Use Jeeps to lead your counterattacks, and mop up with tanks.

If your airplanes are successful in sinking the fleet, you won't have to worry about landing craft for a while—at least until the enemy ships respawn. Use this opportunity to kick the Japanese off the island once and for all.

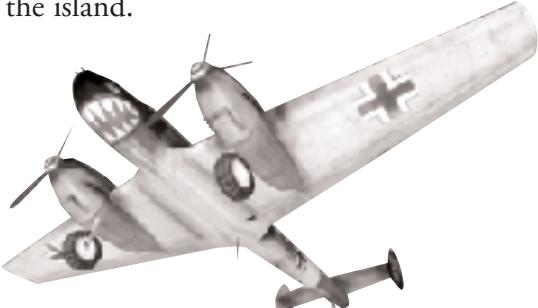
Axis Strategy



The destroyer is the superstar of your assault force. Use it to soften enemy positions before your landing craft arrive.

While your destroyer assaults the north side of the island, approach the South Base with amphibious forces. If they take it, fortify the control point with engineers, anti-tank, and assault soldiers, and concentrate on defending it rather than attacking the nearby Landing Beach.

Expect American counterattacks from the east. Holding the South Base distracts the enemy from your main assault force, which is circling around the other side of the island.



Attaining a Japanese victory at Wake Island requires close cooperation between naval and ground forces. First use the destroyer to shell the Village while moving around to the north side of the island. Shadow the destroyer's movements with the aircraft carrier, which provides protection from enemy aircraft with its AA guns.

As you shell the island, send separate landing craft to the Village and the South Base. Stop shelling as Japanese troops land near the Village and take it. When the Village is under your control, move the destroyer toward the North Base and repeat the process. This time ground forces can move in from the Village.



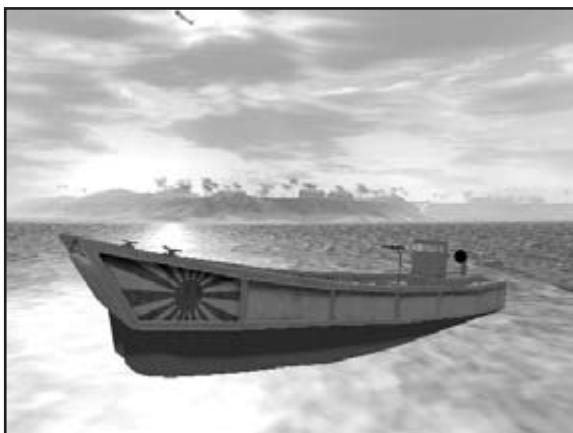
Sneak around the perimeter of American-held control points to avoid detection.

Back on the north side, continue pounding away at the North Base with the destroyer until your troops can move in to capture it. Next, move your ships to the Airfield, setting up a position along the southeast side. Open up with the destroyer's guns, taking out the coastal battery and any American aircraft parked on the airstrip. Then launch more landing craft while your ground forces move in from the north.

As Japanese troops move in to take the Airfield, turn the destroyer's guns toward the Landing Beach and shell it. If all went as planned, this should be the last American-held control point. Dispatch another amphibious assault party to capture it while your ground troops squeeze in from the east and west.

Wake Island Tactics

Spotting from Sea



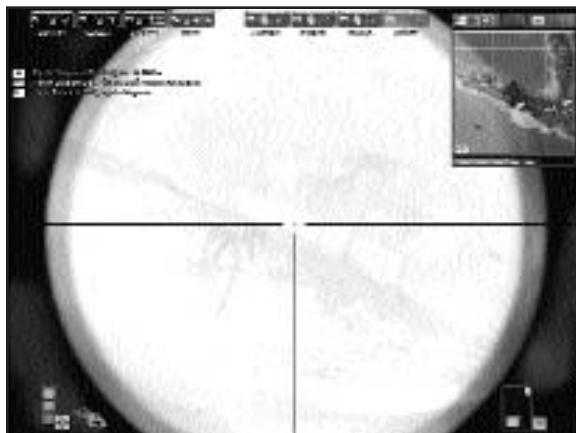
Use a landing craft for reconnaissance and artillery spotting.

Properly used, the Japanese destroyer can rule the map. It's easiest to circle the island and engage targets directly, but with the help of a spotter it's possible to shell targets beyond visual range.

The destroyer's forward gun can't be used for indirect fire, but the two linked rear guns can. First, they need targeting coordinates. Instead of sending a scout to the island, try spotting from a landing craft. This allows the scout to circle the island fairly quickly, picking out targets from the sea. This tactic also makes the scout vulnerable to attacks from enemy aircraft and coastal artillery batteries. Be ready to move, but most of the time your enemies simply ignore a seemingly unthreatening landing craft drifting offshore.



Panic at the North Base



From this spot near the Landing Beach you can hit enemies at the North Base.

Detail isn't great at this range, but enemy silhouettes provide more than enough target reference. One of the easiest targets is the AA gun operator. It's also possible to hit targets in or near the Village.

Players on the north side of the island never expect to get hit by a shot fired from the Landing Beach. Plus, they won't be able to retaliate. Sit back and pick off more targets as the paranoid soldiers search the nearby hills and brush for the mystery sniper.

Flaktastic!



To hit enemy planes with the AA gun, line up your shots just ahead of their flight path.

The boomerang-shaped island makes for some very interesting sniper engagements. Most of the ground combat follows a linear direction from one control point to the next, but scouts are capable of seeing and engaging targets on the other side of the island.

Numerous locations are available to set up for sniping, but a spot just north of the Landing Beach is particularly effective. From the control point, move north. Cross the road and move to the other side of the hill so you're facing the island's shallow cove. Still facing North, go prone and bring up your sniper scope until you spot the North Base.

Almost every control point has at least one AA gun, making air raids risky. If the Americans use the AA guns effectively from the outset, they can render the Japanese aircraft useless. The key to hitting planes with the AA gun is to lead them, placing a cloud of flak in their flight path.

That's the easy part. With all the air traffic overhead, it can be difficult to differentiate between enemy and friendly aircraft. To identify a plane, place the gun's targeting reticle over it. A string of text identifies the plane's pilot. If the text is red, it's an Axis pilot. Blue text refers to an Allied pilot.

At long range, this sometimes doesn't work well. In that case, use the mini-map. If a plane is in visual range but doesn't appear on the mini-map, it's an enemy. Friendly aircraft always appear on the mini-map.

TIP

To avoid getting hit by flak, fly very low and try to stay over the water. The island and its air defenses are elevated several feet above the sea. If you stay low, the AA guns have trouble targeting and hitting you.



KURSK

Historical Overview

In July 1943, Field Marshal Manstein ordered Army Group Don to make a limited assault against the Soviet salient west in combination with Field Marshal Kluge's Army Group Center. Because of a delay in executing this attack, a Soviet counteroffensive checked the German assault, costing the Germans 70,000 men and 3,000 tanks in the largest of all tank battles.



The battle of Kursk consists of heated tank battles over the map's two control points.

Summary

In Kursk, each side has the same goal: Get to the control points, capture them, and hold them. A superabundance of armor and relatively open terrain make this a little harder than it sounds.

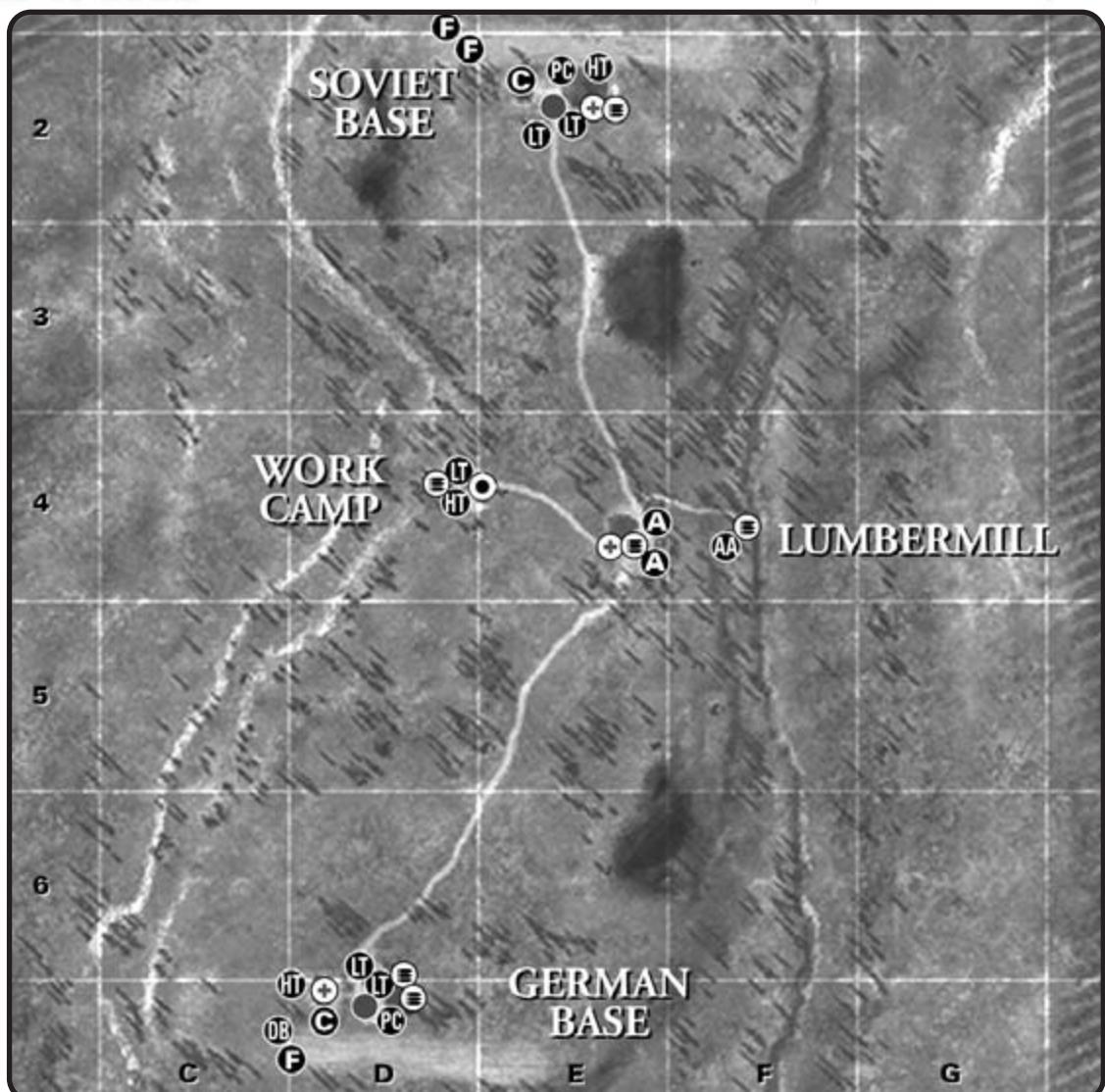
This map has only two control points, and you must hold both to make the opposition's tickets start evaporating. The Lumbermill and Work Camp are at the map's center, roughly equidistant from each base. Opening moments are particularly tense as both sides race toward each point in an effort to secure it before the enemy arrives. Once the center of the map is populated, the tug-of-war begins as each side struggles for control.

Description: Hills and forests surround a central lake, with two opposing bases on each side and a central no man's land.

Conquest Map Type:
Head-on map

Objective: Maintain control of more than half of the control points on the map.

Available Multiplayer Games: Capture the Flag, Team Death Match, Co-op, Conquest



- HT Heavy Tank
- LT Light Tank
- TD Tank Destroyer
- PC Half-track
- C Car
- A Artillery
- F Fighter
- FB Fighter-Bomber
- DB Dive Bomber
- HB Heavy Bomber

- D Destroyer
- AC Aircraft Carrier
- B Battleship
- LC Landing Craft
- S Submarine
- MG Machinegun
- AA Anti-Aircraft Gun
- CA Coastal Artillery Gun
- AT Anti-Tank Gun

ICONS

- Base
- Control Point
- ⊕ First Aid Cabinet/Crate
- Ammo Box
- Repair Platform/Hangar

Bases & Control Points

Soviet Base



Located in the North, the Soviet Base provides enough vehicles to get your forces to the front lines. Vehicle spawn points are grouped together, however, making them juicy targets for enemy bombers and artillery.

The second story of the large building on the east side offers a nice view of the battlefield, especially for scouts. With a scope or binoculars, it's possible to see both control points.

German Base



The German Base is almost identical to the Soviet's in terms of layout and spawn points. Vehicles are spread out a bit more but are still vulnerable to air and artillery attacks. The Soviet's rapid-firing Katyusha rocket artillery can really do some damage.

Location: Map Grid E2

Vehicles:

- 2 T-34/85
- 1 T-34/76
- 1 M3 Half-Track
- 1 Willys Overland Jeep MB
- 2 Yak-9

Defensive Features:

None

Other:

- 1 Ammo Box
- 1 First Aid Cabinet

Location: Map Grid D7

Vehicles:

- 2 PzKfW Mk.IV Panzer
- 1 PzKfW Mk.VI Tiger
- 1 VW Type 82 Kübelwagen
- 1 Hanomag Sdkfz.251
- 1 Messerschmitt Bf-109e
- 1 Junkers Ju-87B Stuka

Defensive Features:

None

Other:

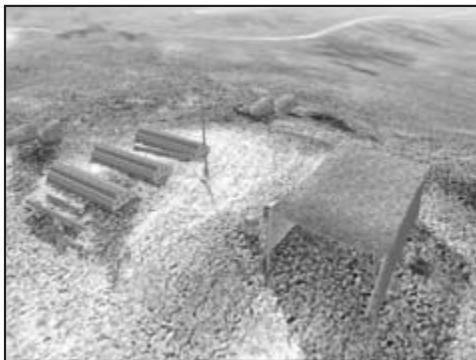
- 2 Ammo Boxes
- 1 First Aid Cabinet

The Stuka must take off with care in this bowl-shaped valley—it doesn't have the speed and maneuverability of the fighters and can crash into trees at the end of the airstrip.

On the east side of the base is a barn with a loft that can be reached by climbing a ladder. The trees to the north make it difficult to see the control points, but the loft is a good defensive position if the base comes under attack.

NOTE The Stuka only spawns at the German Base during multiplayer games.

Control Point A: Work Camp



The Work Camp offers little in the way of defense, but the heavy tank spawn point is a nice incentive. Attack the Work Camp by pounding away at it with tank shells to scatter any troops hiding nearby.

Once you've captured this control point, there's nowhere to hide and defend it except the stacks of logs in the center. These provide adequate cover from the north and south, but leave the east flank open. This can be a problem if the Lumbermill is captured.

For better concealment and coverage, pull back into the hills to the west and watch the control point from there. You can fire down on enemies that rush in to capture the control point. Stock up on anti-tank soldiers, who are best suited for taking out the vehicles you encounter.

Location: Map Grid D4

Initial Control: Neutral

Vehicles:

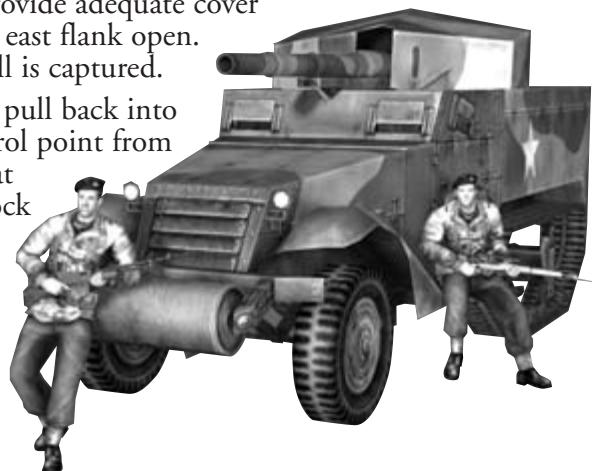
1 Heavy Tank (T-34/76 or PzKfW Mk.VI Tiger)

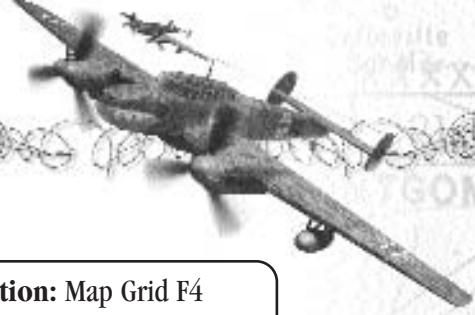
Defensive Features:

None

Other:

1 Ammo Box





Control Point B: Lumbermill



Both Germans and Soviets should focus on the Lumbermill. Of the two control points, it provides the better defensive positions and is easier to hold. You must stay fairly close to the flag, located on the east side of the building. The sandbag-enclosed area around the flag isn't the best place to take up positions because it's exposed to tank and artillery fire, not to mention snipers.

Instead, defend from the Lumbermill building. The interior is dark, which makes it difficult to see inside and provides extra concealment. It's not quite close enough to prevent the control point from changing hands, however.

It's also possible to defend from the hill to the east, where you also find an AA gun. It's the only AA gun on the map, which makes holding the Lumbermill all the more important—especially if skilled enemy pilots start bombing your positions.

Allied Strategy

The Soviet Base is a bit closer to the control points than the German Base, giving the Soviets a slight advantage at the beginning of the game. Still, speed is important. Send a couple of anti-tank soldiers to the Lumbermill in the Jeep, followed closely by two T-34/85s.

When they arrive, move the two anti-tank soldiers inside the Lumbermill to capture it while the light tanks take a position along the west side of the building facing south. Meanwhile, send the T-34/76 toward the Work Camp.



Send the Jeep ahead of your tanks—it can reach each control point much faster.



Once the Lumbermill is captured, Soviet Katyusha rocket artillery begin spawning there.

The Katyusha rocket artillery that spawns at the Lumbermill can also be helpful. Move these trucks to the north (away from the action) and use scouts to target the German Base entrance around Map Grid E2. Two Panzer IVs spawn at this spot, which is also the main road out of the base.

Keep the pressure on, and keep an eye out for breakout and flanking maneuvers. Gun down Jeeps before they can escape and make a run for one of the control points.

Axis Strategy



Combined armor attacks are the best way to drive enemies from a control point.

Back at the base, load the half-track with anti-tank and assault soldiers and follow the T-34/76 as it advances on the Work Camp. Before the T-34/76 moves in, send a group of infantry to sweep the area and capture the control point. From the west side of the map, the T-34/76 can score side hits on German tanks as they rumble up the road to the east.

Once the control points are secured, initiate a forward defense by slowly moving your armor south toward the German Base. You don't want to invade the base, just contain its forces. Use the rocks and trees for cover and complement your armor with plenty of anti-tank soldiers.

For the most part, German strategy mirrors the Soviet's. Split the initial attack force in two and send one group to each control point. Keep the Tiger tank to the west side of the map so it can engage the Soviet tanks from the side as they move up the main road to the east.

When the control points are secured, inch north and lay siege to the Soviet Base. The north side of the map provides a bit more cover for anti-tank troops to set up ambushes from behind rocks. The hill at Map Grid D3 is a great spot for scouts to watch for artillery strikes. It also works well as a sniping position, affording a view of Soviet troops as they spawn in the distance.

Kursk Tactics

Rocket Man



Lying low gives anti-tank infantry a better chance of staying below a tank's machine gun fire. Aim for the side and rear armor.

Realistically, the best shots you can set up are side shots. A tank's side armor is stronger than the rear, but weaker than the front. A tank's side also offers a bigger target, increasing the likelihood of scoring a hit.

Rock Ambush

Rock formations scattered across the battlefield make some great ambush positions. When enemy armor advances, take position behind one of these rocks. The rocks provide cover from tank shells and small arms fire, but, most important, they conceal your position.

Simply lie on your belly behind the rock and wait for the enemy tank to approach. Remain calm as the tank gets closer and closer, testing your nerves. Once it passes, fire a rocket at the rear. Sometimes this is enough to destroy a tank. If it's not, remain calm and keep firing. Chances are you destroy it before its driver realizes where the shots are coming from.

By staying low, you limit the tank's ability to retaliate. This tactic takes patience, but it can pay off in the long run, making your opponents rethink their armor tactics.

In Kursk, the importance of the anti-tank soldier cannot be overstated. Whether attacking or defending, you need plenty of these rocket-toting troops to cut through enemy armor. But don't settle for any open shot. Maneuver to get the best view.

Tanks have varying degrees of armor on each side. The front of the tank sports the heaviest armor while the rear is only lightly armored. When possible, aim at this light rear armor—it only takes one hit to destroy a light tank. Don't even bother with front-end hits, which do little more than waste ammo.



Watch Out For That Tree!



Trees on the map make bombing and strafing runs hazardous. Watch your altitude.

Providing close air support is extremely difficult because of the tall pine trees, which pose more of a threat to your aircraft than the sparse air defenses. Strafing and bombing runs are pretty much out of the question except along the main north-south road.

Use this flight path when making passes at the control points, too. The cliffs on either side make east-west attacks tough to pull off, especially if you're trying to pull out of a steep dive. For the best results, use the Messerschmitts and Yaks. They carry less armament than the German Stuka, but have better power and maneuverability for dodging trees and other obstacles.

Siege Warfare



Position your tanks behind rocks for better concealment and protection.

If you hold both control points, focus on containing the enemy in their base. The bases can't be captured in this head-on map, so there's no point in moving in and assaulting. Instead, hold back your tanks and artillery and pound away at their vehicle and infantry spawn points.

Protect your tanks behind rock formations and within the forests. Tanks nestled among the trees are harder to hit—as is evident when enemy shells slam into tree trunks instead of your tank's hull. Rocks can provide great cover, too. Pull your tank in behind a cluster of boulders so the only thing sticking above the rocks is the tank's turret. This gives enemy tankers and anti-tank infantry a much smaller target.

Keep the tank against the rocks. The recoil of your shots can push your tank back, away from cover.

The Siege Support Team

After a while, your tanks will run low on ammo and most likely suffer some damage. Load a half-track with a couple of engineers to visit each position. Park the half-track right behind the tank to shield the APC from incoming shells. When a half-track is positioned next to a tank, the reloading process begins.

While the tank stocks up on ammo, engineers repair damage. When the tank's ammo is replenished and repairs are complete, move the half-track to the next tank. Unless you restock ammo and keep up with repairs, your siege won't last very long.

Artillery Operations



The Katyusha's six rockets fire rapidly but the reloading process is lengthy.

anything. That's just the way you want it. On the other side of the map, use scouts to spot and designate target areas. The best locations are enemy tank spawn points at the enemy's base.

Once coordinates are sent, use the indirect fire mode to drop shells onto the target area. After a few practice shots, you should be able to lob shells or rockets with reasonable accuracy.

In sieges, striking the enemy's tanks greatly reduces their ability to stage a successful counterattack. But if you concentrate artillery fire in one position for too long, enemy troops simply avoid the impact area. Mix it up by altering the direction and trajectory slightly with each shot.

The only spawn point for artillery is the Lumbermill. This isn't a very good spot, because these units are often destroyed or caught in the crossfire of a heated tank battle. Neither the Wespe nor the Katyusha are made for toe-to-toe action against tanks and heavy anti-tank infantry.

At the earliest opportunity, hop in one and start driving it back to your base. If possible, drive it into a forested area to help protect it from enemy air attacks and shelling. Stay on fairly level terrain—any slight movements or slippage can throw off your targeting.

Now that you're relatively safe from enemy attacks, chances are you can't see

TOBRUK

Historical Overview

In June 1942, after successfully reducing the magnificent British Army to rubble at the Gazala line, Rommel put an end to the long-lasting siege, capturing 30,000 allied troops and materials.



The town of Tobruk lies between the forward bunkers and the British Base.

Description: Tobruk is a fortified harbor with several defense lines the Germans must cross. A few canyons surround the city. The Germans are on the move and are closing in on the enemy's first line of defense.

Conquest Map Type:
Assault map

Objective: As the attacker, the Germans must control every control point on the map. The Brits win if they successfully hold the attackers at bay.

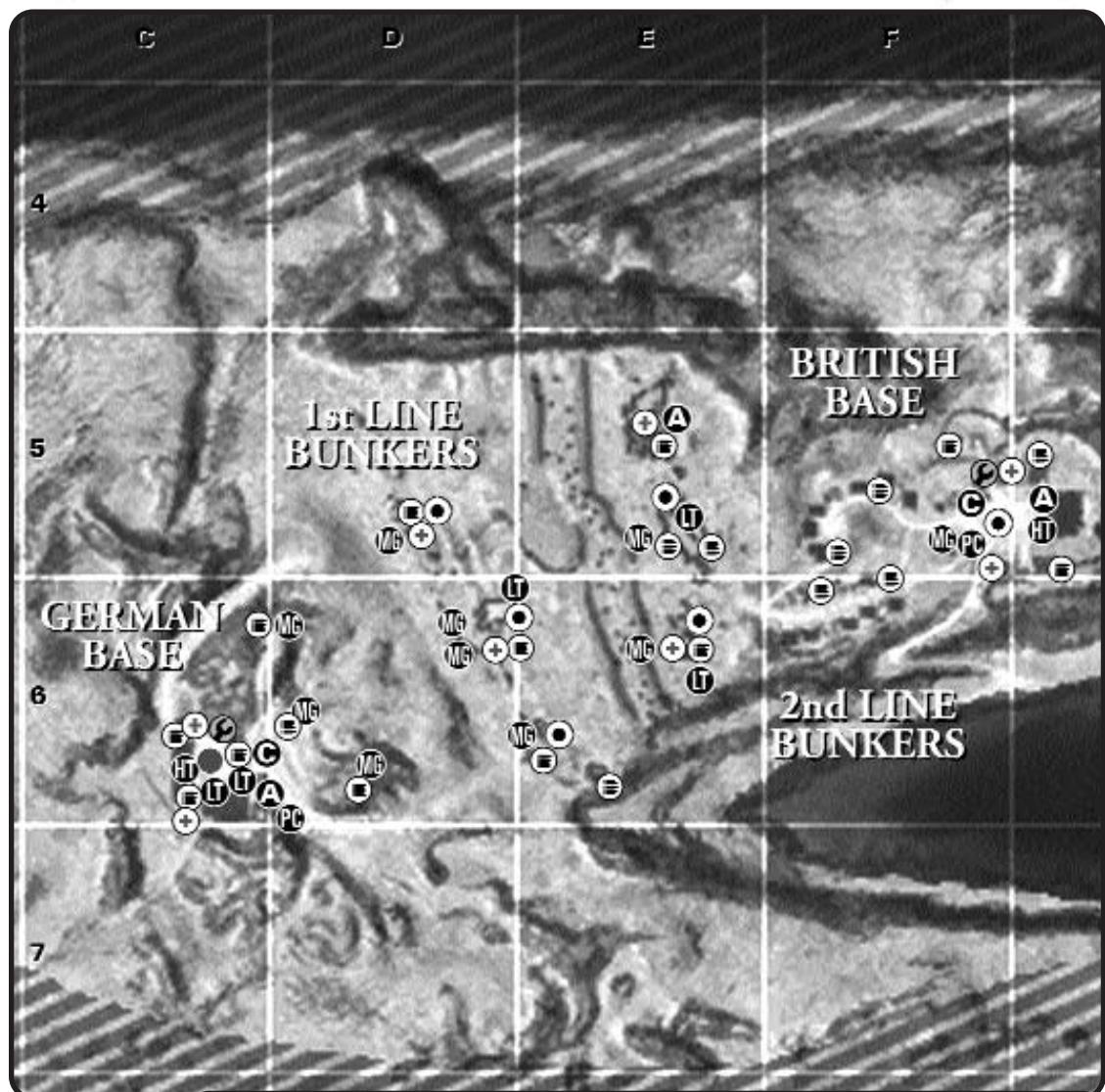
Available Multiplayer

Games: Team Death Match, Co-op, Conquest

Summary

This is another all-or-nothing situation for the Axis attackers. The Brits are dug in, requiring the Germans to advance on their defensive positions. The advantage belongs to the British. As long as they hold onto their front-line bunkers, the German tickets continuously tick down. The longer the Brits hold back the Germans, the greater their chance of winning.

When the Germans capture their first control point, however, their tickets stop evaporating. As they capture additional control points, acquiring new spawn points and vehicles, the momentum swings in their favor. With their backs to the sea, the British can make a last stand at the town of Tobruk.



HT Heavy Tank
LT Light Tank
TD Tank Destroyer
H Half-track
C Car
A Artillery
F Fighter
FB Fighter-Bomber
DB Dive Bomber
HB Heavy Bomber

D Destroyer
AC Aircraft Carrier
B Battleship
LC Landing Craft
S Submarine
MG Machinegun
AA Anti-Aircraft Gun
CA Coastal Artillery Gun
AT Anti-Tank Gun

ICONS

●	Base
● +	Control Point
○ +	First Aid Cabinet/Crate
○	Ammo Box
● +	Repair Platform/Hangar

Bases & Control Points

German Base



The German Base is protected by a large hill to the east, topped by three machine gun posts. Unfortunately, the machine guns aren't close enough to aid the assault on the first enemy line, but they help prevent the British from establishing a forward defense.

This ridgeline also is ideal for scouts to snipe and spot from. Use the north or south roads for vehicles leaving the base for the front lines. Don't go over the hill. It's time-consuming, and the steep and rough terrain may damage your vehicle before you even spot an enemy soldier.

British Base



Location: Map Grid C6

Vehicles:

- 3 PzKfW Mk.IV Panzers
- 1 PzKfW Mk.VI Tiger
- 1 SdKfz.124 Wespe
- 1 Hanomag Sdkfz.251
- 1 VW Type 82 Kübelwagen

Defensive Features:

- 3 Machine Guns (along the east ridge)

Other:

- 5 Ammo Boxes
- 2 First Aid Cabinets
- 1 Repair Platform

Location: Map Grid F5

Vehicles:

- 1 Light Tank (M4 Sherman or PzKfW Mk.IV Panzer)
- 1 Heavy Tank (M10 Wolverine or PzKfW Mk.VI Tiger)
- 1 Artillery (M7 Priest or SdKfz.124 Wespe)
- 1 APC (M3 Half-Track or Hanomag Sdkfz.251)
- 1 Car (Willys Overland Jeep MB or VW Type 82 Kübelwagen)

Defensive Features:

- 1 Machine Gun

Other:

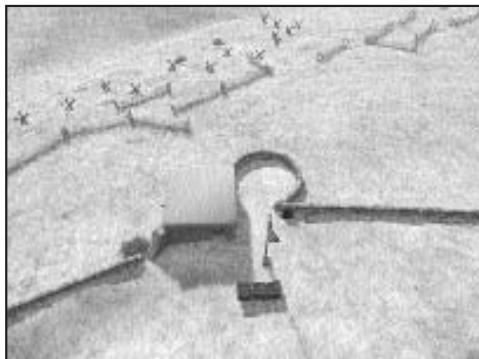
- 7 Ammo Boxes
- 2 First Aid Cabinets
- 1 Repair Platform

Nestled along the coast east of Tobruk, the British Base has plenty of features useful for resisting a German attack. The buildings lining the entrance are great ambush spots.

A few buildings have interior access to the rooftops. Use this to drop grenades and other explosives on enemy soldiers and armor in the streets below. The base also is well defended with a line of sandbags that limit vehicle access to the main road and a guard tower with a machine gun.

The switchback approach to the south, however, is an often-overlooked weakness. Not only is the terrain difficult, but there's also little defensive coverage of this south flank. That makes it attractive to opponents looking for a clean approach. It's unlikely that a large force would attack from this direction, but it's probably a good idea to keep an engineer nearby to mine the road.

Control Point A: First-Line Bunker (North)



Control Point A is just opposite the north pass out of the German base. It probably will face more opposition from the west than from the south. The sandbag wall in front of the bunker is solid enough to prevent enemy armor from breaking through.

There is a break in the wall to the south, however. Expect most of the enemy tanks to pour through here. The bunker's machine gun faces south, covering this gap as well as most of the front line.

Due to its position, Control Point A is usually the last of the first-line bunkers to fall. It becomes a staging area for British counterattacks as they try to recapture the other first-line control points. The machine gun is particularly effective for such assaults, and a nearby First Aid Cabinet heals the operator between bursts.

Location: Map Grid D5

Initial Control: British

Vehicles:

None

Defensive Features:

1 Machine Gun

Other:

1 Ammo Box

1 First Aid Cabinet



Control Point B: First-Line Bunker (Center)



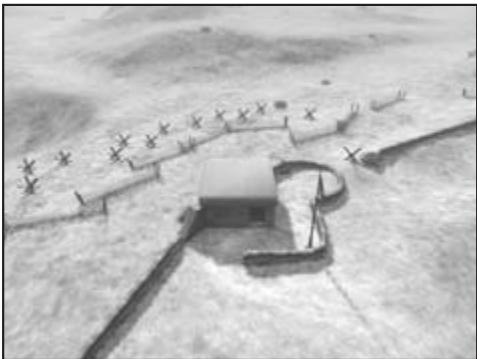
As the center of the first line, Control Point B is bound to come under heavy attack. Fortunately, it has a light tank spawn point to help ward off enemy armor. The two machine guns are also useful for gunning down infantry, although the exterior machine gun is totally open to enemy fire.

At the front of the bunker, a ladder leads to the roof. Use this to view the battlefield and to position scouts. The ladder also can be used by invading enemy soldiers, who can then get on top of the bunker and drop a grenade through the roof hatch.

The sandbag wall has huge gaps to the north and south. For defensive purposes, the British should stock this control point with anti-tank and assault soldiers to repel the German attack.

NOTE Barbed wire is only effective against infantry. Vehicles can drive through barbed wire (but not over sandbag walls).

Control Point C: First-Line Bunker (South)



Location: Map Grid E6

Initial Control: British

Vehicles:

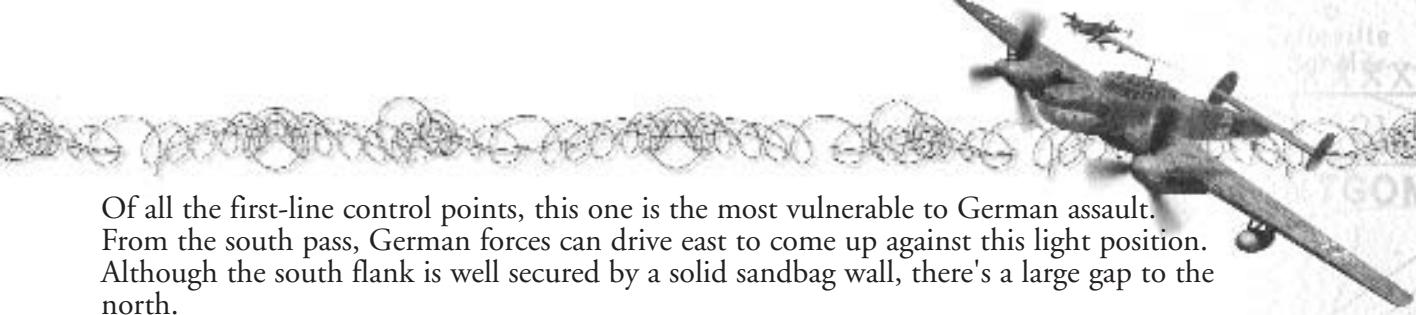
None

Defensive Features:

1 Machine Gun

Other:

2 Ammo Boxes

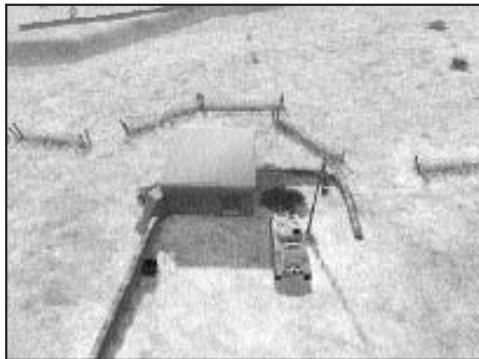


Of all the first-line control points, this one is the most vulnerable to German assault. From the south pass, German forces can drive east to come up against this light position. Although the south flank is well secured by a solid sandbag wall, there's a large gap to the north.

To bolster the defenses, use engineers to mine these gaps. Then conceal a few anti-tank troops in the large hollow to the southwest. From here they can pop up and fire at the enemy tanks' rear armor as they pass.

To the southeast is another bunker with an Ammo Box. It's not a control point and probably won't come under attack. But it can be used for cover if a retreat becomes necessary.

Control Point D: Second-Line Bunker (North)



Although this is the northernmost control point in the second line, it's actually the center bunker. Another bunker and building lie to the north. This is where the artillery spawns.

A lengthy line of sandbags secures the south side of the control point from direct armor attacks. The north is completely open, lacking even tank obstacles to slow down armor advances. For more protection, use engineers to heavily mine the area between Control Point D and the bunker to the north. Then station anti-tank troops around both bunkers while keeping enemy soldiers at bay with machine gun fire.

Location: Map Grid E5

Initial Control: British

Vehicles:

1 Light Tank (M4 Sherman or PzKfW Mk.IV Panzer)

1 Artillery (M7 Priest or SdKfz.124 Wespe)

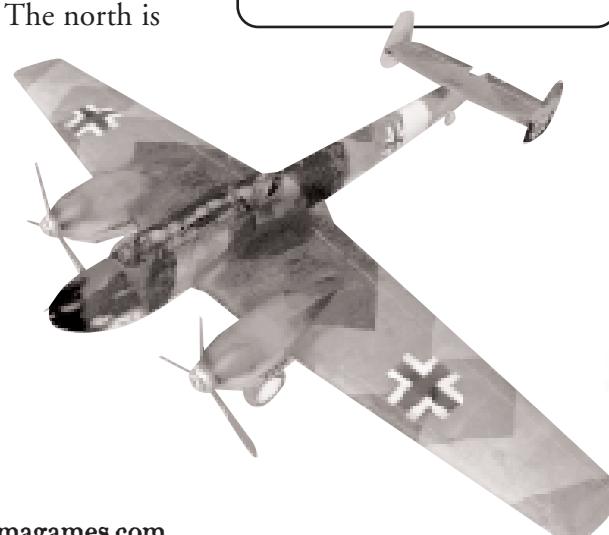
Defensive Features:

1 Machine Gun

Other:

3 Ammo Boxes

1 First Aid Cabinet (in the bunker to the north)



Control Point E: Second-Line Bunker (South)

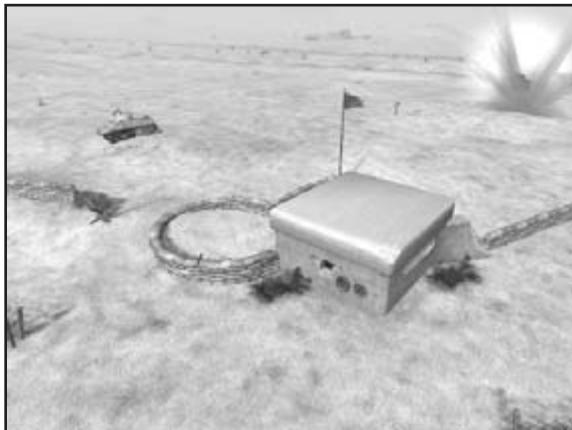


Located just west of the main road to Tobruk, Control Point E comes under heavy attack as the Germans kick their assault into high gear. Watch for attacks from Control Points B and C.

Both sides of the bunker are fairly open, allowing enemy armor to rush in. Slow them down by placing mines in the trench to the west, and concentrate mines in the gaps between the sandbag wall. A hole to the southeast of the bunker is tailor-made for a tank. Park one here and shell the advancing forces.

You can use allied armor from the base to hold this position, but keep them back toward the town—they won't last long near the bunker.

Allied Strategy



Expect Control Point C to come under heavy attack. Bring tanks from the rear to defend it.

Location: Map Grid E6

Initial Control: British

Vehicles:

1 Light Tank (M4 Sherman or PzKfW Mk.IV Panzer)

Defensive Features:

1 Machine Gun

Other:

1 Ammo Box

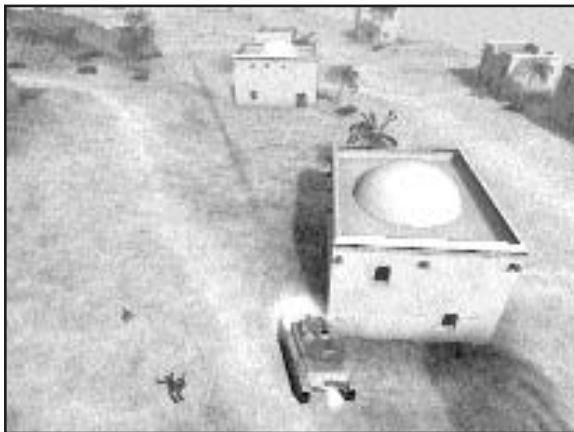
1 First Aid Cabinet

Position the two M7 Priests near the second line and use scouts at the front lines to target the two passes leading out of the German Base. This allows you to inflict casualties on the Germans before they even reach the front lines.

Despite your efforts, the Germans most likely breach the front line. Once this happens, holding the forward control points is tough. While the remnants of your front-line forces fight it out with the Germans, prepare the second line for assault.

Between the first and second lines, a large trench runs down the middle of the battlefield from north to south. A wall of sandbags, with occasional gaps, lines the east side of this trench. Mine the gaps and the trench to slow the German advance considerably.

The trench also offers good ambush spots for your anti-tank soldiers. Use artillery fire and the bunker machine guns to suppress enemy infantry as they cross the open battlefield.



Anti-tank infantry come in handy when the fighting enters the town of Tobruk.

Watch out for infantry-based flanking maneuvers along the north side. A second road here leads right up to the British Base. To prevent such incursions, keep some assault soldiers positioned near the base's northeast corner.

If the German attack gets overwhelming, take the Jeep out through the base's south exit and race toward one of the control points in the west. Establishing new spawn points may keep you in the game long enough to outlast the German offensive.

The town of Tobruk is the last line of defense before the British Base. A main road leads through the middle of the town and straight into the base. Expect the main drive to come down this road. Once again, place plenty of mines and use the buildings and alleyways to set up ambushes.

German armor is less effective in this urban setting, but you're on a fairly even footing with enemy infantry. A mix of assault and anti-tank soldiers is best for this defense. Don't forget to use grenades—they're extremely effective in close combat.



Axis Strategy



Moving through the south pass gives the Germans a direct path to Control Point C.

the north to assault Control Point A. Once you establish a foothold at one of the front-line control points, the rest of the line should be easy to take over. Keep a few troops back to defend the control points while the rest of the assault force drives on.

TIP

While the tanks move in to assault the front line, position scouts on the ridge just east of the German Base, where the machine gun posts are located. From here, scouts can spot for artillery, but they're most useful as snipers. Pick off British anti-tank soldiers, who pose the biggest threat to your armor.

Once the front line is under control, begin the advance on the second line. Use the base spawn points and drive the armor east to join the assault. The first line only awards you one tank spawn point at Control Point B, which won't provide enough armor to punch through the second line.

Adding the four tanks from the base to your assault force increases your chances of overwhelming the British positions. Concentrate on pushing your forces through the spot just north of Control Point D. This area is clear of obstacles, but watch out for enemy mines. Capture the control point, then turn your attention to the bunker at Control Point E—but don't attack just yet.

As the case with most assaults, speed is a key factor in success. This is especially so in Tobruk, where the Germans face heavily fortified British lines while their tickets slowly disappear. To stop the ticket drain, the Germans must capture at least one control point.

Send the bulk of your forces through the south pass and head directly for Control Point C. Send armor around the north side and infantry around the south. Once this point is captured, turn your attention to the two other control points to the north.

Continue using the base spawn points, but this time move through the pass to

As you break through the British lines, continue moving armor from the rear spawn points to the front.

Instead, send a small group along the north side of Tobruk and drive straight toward the British Base. Use infantry to sneak into the base's north side and move into the westernmost barracks. If you stand along the south wall (near the First Aid Cabinet), the control point turns neutral. This prevents British troops from spawning here.

If enemy troops are far enough away from the control point, you can even capture it. With the British Base under German control, the main assault force can mop up British survivors at Control Point E.

Even if all the control points are in German hands, all it takes is one British survivor to walk into an undefended control point to reestablish a British presence on the map. Prevent this by positioning soldiers at all six control points. Use the rest of your team to hunt down any stragglers. When all the control points are secure and the British forces eliminated, the game ends with a German victory.

Tobruk Tactics

Trench Warfare



This German tank is harder to see and hit while hunkered down in this trench.

explosive charges in high-traffic areas and detonate them as enemy troops and armor move nearby.

Armor Concentration

If one tank is an asset while assaulting or defending, two or three can be awesome. Don't commit your armor piecemeal; coordinate the tanks and keep them focused on a single objective. In a duel between one tank and another, neither side has a real advantage. If you concentrate the fire of three friendly tanks on a single enemy tank, however, your foe is lucky to get a single hit in before it's destroyed.

The Tobruk landscape has several trench-like features useful to both attacking and defending units. These lengthy ditches obviously provide cover from enemy gunfire, particularly the bunker-mounted machine guns. Vehicles in these trenches present a smaller profile, making them harder to hit.

The trenches are of most use to the British, who use them for ambushes and booby traps. Anti-tank soldiers can hole up here, wait for enemy tanks to pass, then score critical side and rear hits.

Engineers can line trenches with any number of explosives. Against tanks, place mines at appropriate chokepoints. Put

Tank formations also allow tanks to support each other against infantry. A couple of light tanks can fire a total of four machine guns and two main guns—enough to massacre any infantry attack.

Urban Combat

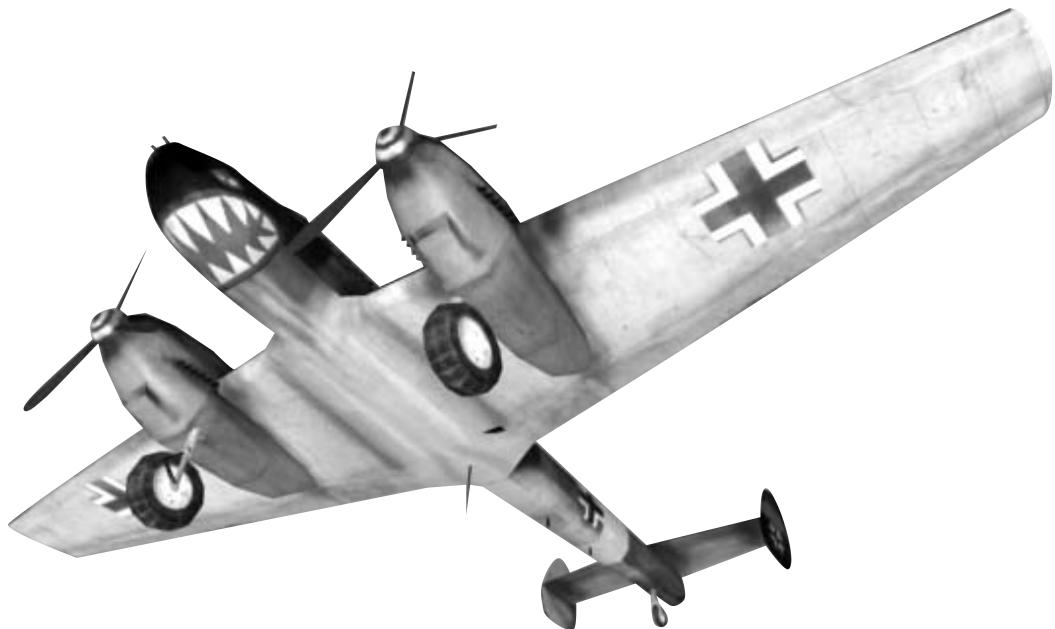


In Tobruk, use the buildings for cover and set up ambushes for tanks and infantry.

As the fighting leaves the open desert and moves into Tobruk, shift your tactics to survive. First, expect to engage the enemy at much closer range. Automatic weapons and grenades are a must.

Use the buildings for cover and peek around corners by strafing to one side, then strafing back to cover. A few of the building interiors can also be used for cover, allowing you to fire through windows and from rooftops. Keep moving, even in these relatively safe positions.

Avoid driving tanks around the buildings. They're easy targets for infantry and anti-tank soldiers. Instead, keep the tanks back from the action and advance behind your infantry.



BATTLE OF MIDWAY

Historical Overview

June 4–5, 1942: The biggest air and naval battle in history. In less than 48 hours, the Japanese navy lost four of its best aircraft carriers, paving the way for a U.S. counterattack in Asia.



The Battle of Midway centers on the island's valuable airfield.

Summary

Midway breaks across two distinct fronts—the small island in the center of the map and two sea-based control points at the north and south ends. At least that's the way the map plays out in multiplayer Conquest and Team Death Match games.

When played as a single-player or multiplayer Co-op game, the map has only two control points on the island. In such games, naval forces serve mostly as takeoff platforms for amphibious landings. Fleet size is reduced, eliminating battleships, submarines, and a destroyer. This means more land-based combat at the island.

Overall strategy depends on the type of game you're playing. Multiplayer games require a balance between sea and land; single-player and Co-op games are strictly land-oriented.

In this chapter, we focus on the multiplayer Conquest game type. It's the most complex, but it contains the strategic and tactical elements of the other games.

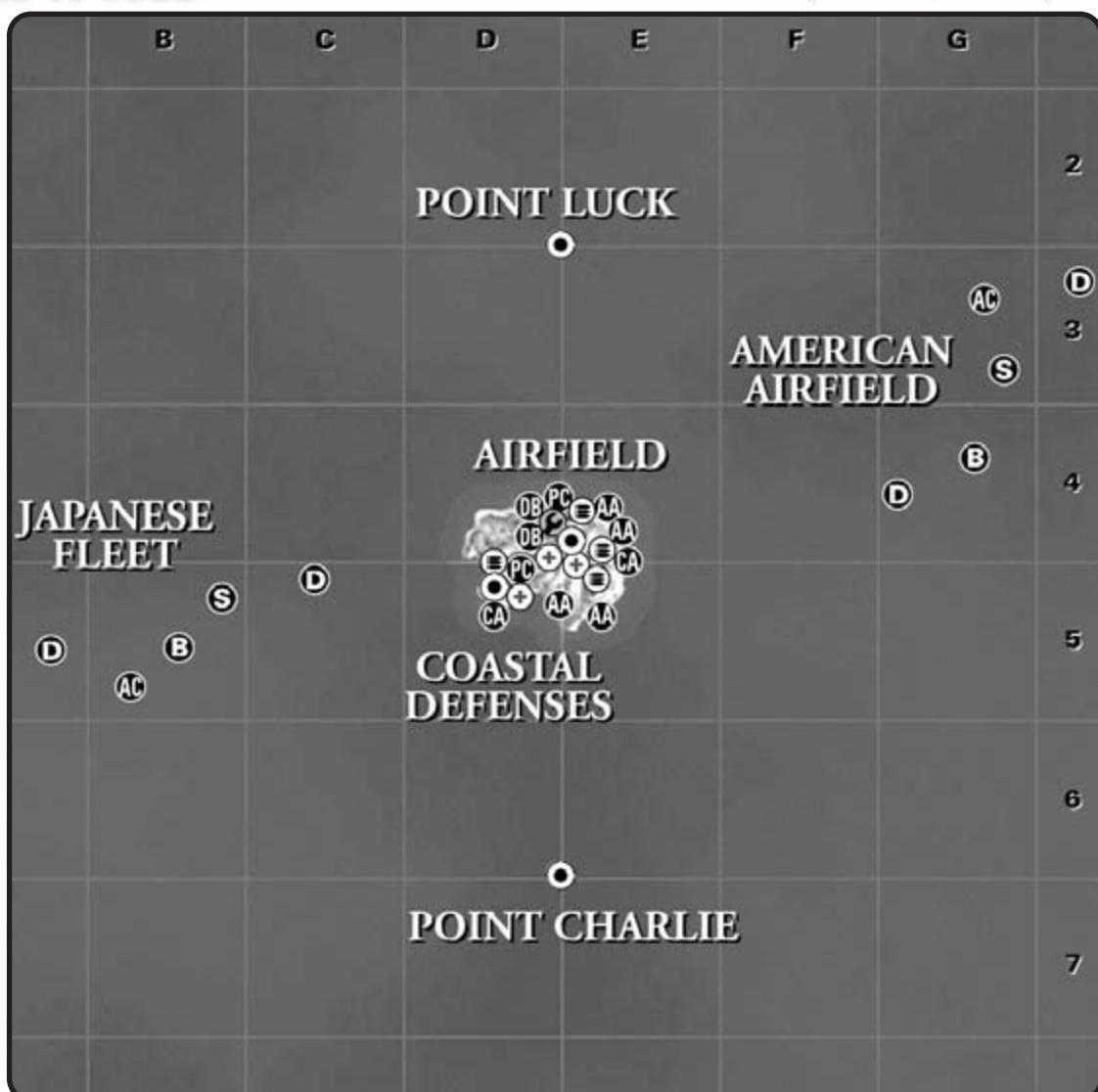
Description: Midway Island is just big enough for an airfield and barracks. The two opposing fleets are on either side of the island. This is mostly air–naval combat.

Conquest Map Type: Head-on map

Objective: Maintain control of more than half the control points on the map.

Available Multiplayer

Games: Team Death Match, Co-op, Conquest



- Heavy Tank
- Light Tank
- Tank Destroyer
- Half-track
- Car
- Artillery
- Fighter
- Fighter-Bomber
- Dive Bomber
- Heavy Bomber

- Destroyer
- Aircraft Carrier
- Battleship
- Landing Craft
- Submarine
- Machinegun
- Anti-Aircraft Gun
- Coastal Artillery Gun
- Anti-Tank Gun

ICONS

- Base
- Control Point
- First Aid Cabinet/Crate
- Ammo Box
- Repair Platform/Hangar

Bases & Control Points

American Fleet



The first priority of the American fleet is to get soldiers ashore. Enough Higgins boats are spread among the ships to pull this off without major problems, but some soldiers need to stay behind to handle the naval operations—a minimum of five to take the role of ship pilots, one for each vessel.

It may not be exciting, but maintaining the fleet and holding at least one of the sea-based control points is essential. Soldiers who stay behind should choose the engineer troop kit so they can repair the ship and any damaged airplanes that land on the carrier.

Location: Map Grid G3 (approximately)

Vehicles:

- 1 HMS Prince of Wales (Battleship)
- 2 USN Fletcher Class (Destroyers)
- 1 USS Enterprise (Aircraft Carrier)
- 1 USN Gato Class (Submarine)
- 8 LCVP Higgins Boat
- 1 F4U Corsair
- 1 SBD-6 Dauntless

Defensive Features:

- 6 AA Guns
- 4 Machine Guns

Other:

- 4 Ammo Boxes



Japanese Fleet

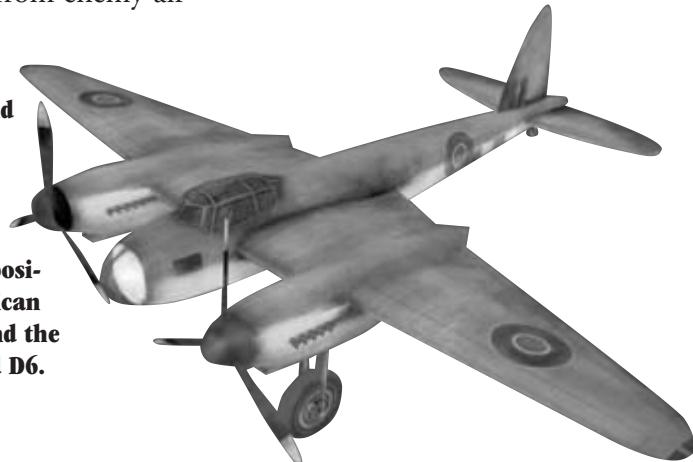


Like the American fleet, the Japanese need to get soldiers to the island. They use the Dai-Hatsu 14M landing craft. After the infantry has secured a beachhead, the fleet should move toward one of the sea-based control points. Keep the fleet together for increased strength and protection.

The various ships complement each other, making it difficult for the enemy to exploit their individual defensive weaknesses. For instance, you need destroyers to detect and engage submerged enemy subs, and battleships and aircraft carriers provide protection from enemy air attacks with their AA guns.

NOTE

In single-player and multiplayer Co-op games, both the American and Japanese fleets consist of a single destroyer and a single aircraft carrier. The fleet starting positions are in different locations: The American fleet is in the north, near Map Grid D3, and the Japanese fleet in the south, near map grid D6.



Location: Map Grid B5 (approximately)

Vehicles:

- 1 IJN Yamato (Battleship)
- 2 IJN Akizuki Class (Destroyers)
- 1 IJN Shokaku Class (Aircraft Carrier)
- 1 U-Boat Type VII C (Submarine)
- 8 Dai-Hatsu 14M
- 1 A6M Zeke/Zero
- 1 Aichi D3A1 Val

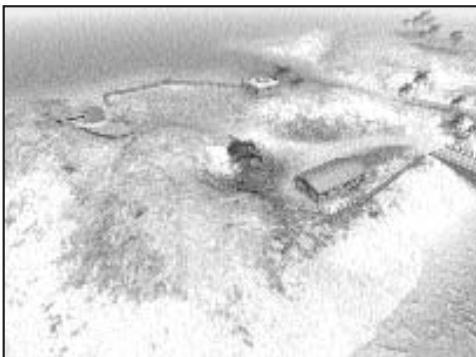
Defensive Features:

- 6 AA Guns
- 4 Machine Guns

Other:

- 4 Ammo Boxes

Control Point A: Coastal Defenses



In all game types, the Japanese capture this control point first because their fleet's spawn points are close. The radar station is the central feature of this miniature island's control point and provides good cover from enemy attacks. If someone is positioned in the radar station, the enemy can't capture the control point.

This is a less-than-ideal defensive position because it has one doorway and no view ports. Throw in a grenade to clear it out. To the east is a small house, containing the First Aid Cabinet, that can be used to defend the control point. Although it's farther from the control point than the radar station, it's the better defensive position.

The bridge to the east can be mined and used as a chokepoint to prevent attackers from the airfield from crossing over, or vice versa. But with the number of landing craft available on this map, expect attacks from any direction. The coastal artillery battery is a well-intentioned addition, but it's useless once enemy ships open fire on it. It can fire on incoming landing craft.

Location: Map Grid D5

Initial Control: Neutral

Vehicles:

1 Light Tank (M4 Sherman or Chi Ha 97)

1 APC (M3 Half-Track or Hanomag Sdkfz.251)

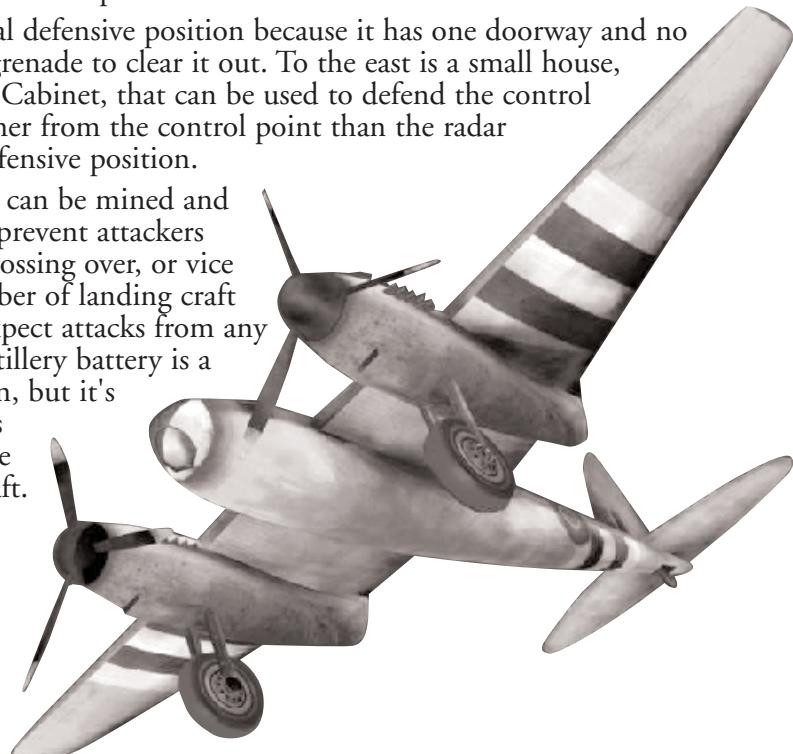
Defensive Features:

1 Coastal Artillery Battery

Other:

1 Ammo Box

1 First Aid Cabinet



Control Point B: Airfield



Controlling the Airfield secures your side access to a couple of torpedo bombers, which can make a difference in assaulting the enemy's fleet. For air defense, the half-track can reinforce this control point's four AA guns.

The biggest threats come by ground and sea. To the east is a small village (on the opposite side of the airstrip) that makes a good spot for attackers to begin their assault. Attackers can land on the sloped beach on the east side, near the coastal artillery battery, and approach the village without being seen by defenders in the west.

The large hangar works like a Repair Platform—drive any vehicle inside for instant repairs. Park a tank or half-track in here to dish out pain without taking much.

The Airfield is large and difficult to defend. Keep your troops near the hangar and field hospital to keep it from falling into enemy hands.

TIP

At the Airfield, parachute onto the roof of the hangar or hospital, and take shots at unsuspecting enemies. Enemies won't come after you—these rooftops are only accessible by parachute.



Location: Map Grid E4

Initial Control: Neutral

Vehicles:

1 Car (Willys Overland Jeep
MB or VW Type 82
Kübelwagen)

1 APC (M3 Half-Track or
Hanomag Sdkfz.251)

2 Torpedo Bombers (SBD-6
Dauntless or Aichi D3A1 Val)

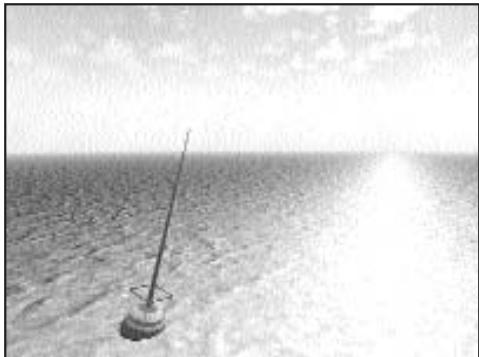
Defensive Features:

1 Coastal Artillery Battery
4 AA Guns

Other:

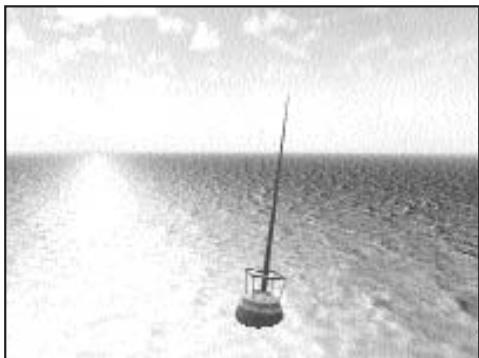
3 Ammo Boxes
2 First Aid Cabinets
1 Repair Hangar

Control Point C: Point Luck



This buoy marks the north sea-based control point. Ships are the best way to hold these points, but not the only way. To quickly grab one of these points, have the rear gunner on a two-seater plane parachute down to the buoy. He captures the control point by swimming toward the buoy.

Control Point D: Point Charlie



Point Charlie is the south sea-based control point. A submerged submarine is a tricky way to grab these points. If no destroyers are in the area, you can sneak up on an enemy's blockade, and force the control point to turn neutral. You can maintain your oxygen levels while at periscope depth. If the enemy has no destroyer's sonar, they won't notice your periscope sticking out of the water.

Location: Southeast Corner of Map Grid D2

Initial Control: Neutral

Vehicles:

None

Defensive Features:

None

Other:

None

Location: Southeast Corner of Map Grid D6

Initial Control: Neutral

Vehicles:

None

Defensive Features:

None

Other:

None

NOTE Point Luck and Point Charlie are unique to multiplayer Conquest and Team Death Match games.

Allied Strategy



Take the Airfield before the Japanese advance on it.

In the opening moments, the Americans must establish a presence on the island, while capturing at least one of the sea-based control points. Send a group of infantry in landing craft to capture the Airfield. They should approach from the north side of the island.

When the Airfield is secure, load some soldiers in the half-track that spawns nearby, and send them toward the Coastal Defenses control point. While the infantry take the Airfield, use the Dauntless dive-bomber from the aircraft carrier to parachute a soldier into Coastal Defenses.

He won't last long, so make sure the reinforcements from the Airfield arrive in time. Use the half-track, tank, and infantry to push back any Japanese amphibious assaults. Bolster the island's defenses by spawning soldiers at the two island control points. Use the Airfield's AA guns to engage enemy aircraft.

At sea, send the bulk of the fleet toward Point Luck in the north. Keep the two destroyers at the front and back of the convoy to enhance enemy sub detection. Send your submarine to Point Charlie for reconnaissance.

As you approach the control point, dive to periscope depth and watch for Japanese ships approaching from the west. If the area has no ships, rush in to capture it. Keep the sub near the control point while submerged at periscope depth.

You'll run into Japanese ships at one of these points. Keep the submarine away from large ship engagements, and always at a distance from destroyers, because their sonar and depth charges can crush the sub's hull.

If the rest of the fleet comes across enemy ships, make the battleship the centerpiece of your attack. Maneuver it so the port or starboard side faces the enemy, so you can swing both fore and aft guns in the enemy's direction.



Use your aircraft to sink the destroyers, then move in with your submarine and other ships to engage the rest of the fleet.

Keep the aircraft carrier guarded from direct assault, but keep it nearby to provide AA gun protection from air attack. Ultimately, the side that supplies the most manpower to its fleet wins the battle. More soldiers onboard means more guns are manned and fired.

If you hold the island and at least one sea-based control point, the drain on Japanese tickets begins.

Axis Strategy



The Japanese should make Coastal Defenses their first priority.

capturing the control point in the process. Spawning soldiers at both island control points. At the Airfield, use the field hospital as your key defensive position.

While your troops secure the island, move the fleet toward Point Charlie. Upon your arrival, you have two options: Steam toward Point Luck or stay at Point Charlie. The choice depends on how well your troops are doing on the island.

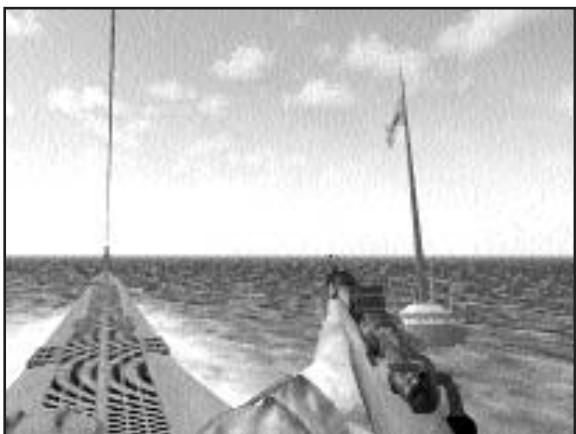
If they're having a tough time holding the island's two control points, go for both sea-based points. Leave the U-boat behind to patrol the area around Point Charlie. A single U-boat can't hold the point, but it can harass any enemy ships that try to capture it.

Meanwhile, use an aircraft for reconnaissance of Point Luck. Relay this information (including map grid coordinates) to your naval units. Knowing the whereabouts and size of the American fleet gives your naval forces a tactical advantage when they arrive.

Japanese strategy is similar to the American, but the starting position (on the west side of the island) requires different priorities.

At the start, send landing craft toward Coastal Defenses. Use the vehicles (the light tank and half-track) to drive onto the Airfield. Don't stop to fight American soldiers along the way. Instead, drive on and get into the hangar. Any damage you suffered during the drive will be repaired here.

The hangar is a great spot from which to fight. After they're repaired, use the tank and half-track to clear the area around the field hospital and hangar,



Use the U-boat to grab any unguarded control points. Keep an eye open for enemy ships.

Midway Tactics

Hold the Island

No matter which type of game you are playing, the island is the key to the battle. For single-player or Co-op games, the two control points on the island are it. Take and hold both, and you win.

Even in Conquest, the islands are important. Concentrate your fleet, and hold only one of the sea control points. To start the enemy's ticket countdown, you'll need both island control points.

Sitting around guarding the radar station is not as exciting as trying to sink the enemy fleet, but it is more critical to victory. The island control points are the only places your troops can spawn, other than the ships.

The Gunboat



This mounted machine gun works well against enemy landing craft.

The primary use of landing craft is to ferry infantry from the larger ships to the island. This map presents a new role for this specialized vehicle.

Both the American and Japanese models are maneuverable and equipped with a machine gun, making them suitable gunboats. But don't take on big ships with these little boats. Instead, go for the enemy's landing craft.

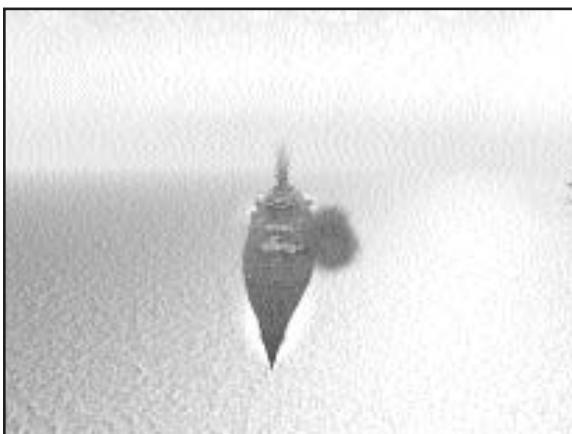
Find out where the enemy boats land. Wait until an enemy craft passes in front of you, then move in and trail it. Open fire with the machine gun and watch the enemy craft start smoking. Their machine guns only fire in a limited forward firing arc; so stay behind them, and they're defenseless.

As it turns out, the landing craft are fragile. It won't take many machine gun bursts to sink the enemy craft. For the most effective passes, focus on craft loaded with enemy soldiers.

Go easy on machine gun fire. The guns overheat easily, and using them to attack the enemy's landing craft can reduce their effectiveness in capturing and holding the island's two control points.



Battleship Bombardment



The battleship's massive guns are devastating to land-based targets.

Maneuver the ship so that both gun batteries rotate in the target's direction. Even then, getting both guns on target is tough. If both guns hit both sides of the target area, the damage is incredible.

Experiment with spotting coordinates until you get both gun batteries as close to the target area as possible. Acquiring the correct range takes time; fire until you hit the target area.

Position the ship along the island's north or south so that long or short shots don't fall on your own soldiers at the Coastal Defenses control point. Destroyers can join in, creating a never-ending artillery barrage.

Naval Recon

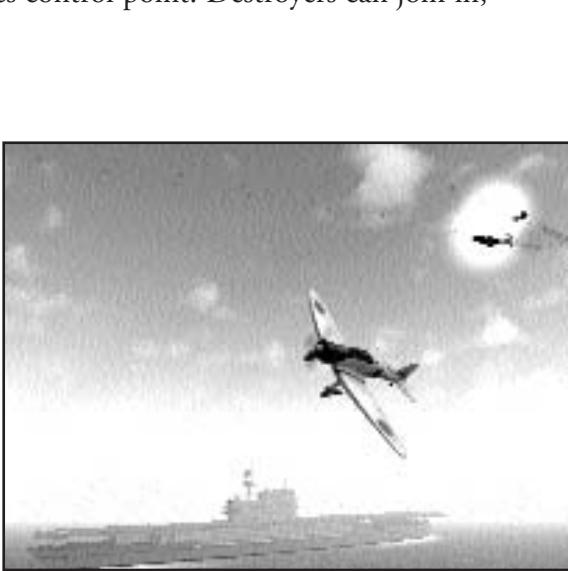
Midway Island is surrounded by a vast sea, making even the largest ships difficult to find. Instead of using your fleet to hunt down the enemy's ships, designate an aircraft for recon duty.

Search the enemy fleet's starting positions, then move around the island in a circular flight path, passing each of the sea-based control points. When you spot enemy ships, make a note of their heading and whether the ships are moving or not. Press **L** to relay the coordinates and other information to your teammates.

You haven't witnessed the full magnitude of the battleship's firepower until you request an on-shore artillery barrage. The island is small, so you won't use these often—they pose a significant risk to your troops as well as the enemy's.

With proper communication and spotting coordinates, the battleship can give your ground troops a tremendous boost. The best target for such strikes is the Airfield. Use a scout to spot an area around the front of the hangar and field hospital. This is where the enemy spawns. Let the guys in the battleship go to work.

Both front and rear batteries are capable of delivering on the coordinates provided.



Use aircraft, like this Japanese Val, to find the enemy fleet.

Dispatch your submarine to trail the enemy ships. The sub can keep a silent eye on the enemy without drawing attention. It can also harass ships with torpedo attacks. Whether you want to engage the enemy or run away from them, know where they are.

Sink the Carrier

Airpower plays an important role in this battle. Each carrier provides spawn points for two planes, as well as two landing craft. If you sink the enemy's carrier, you seriously impair their combat ability.

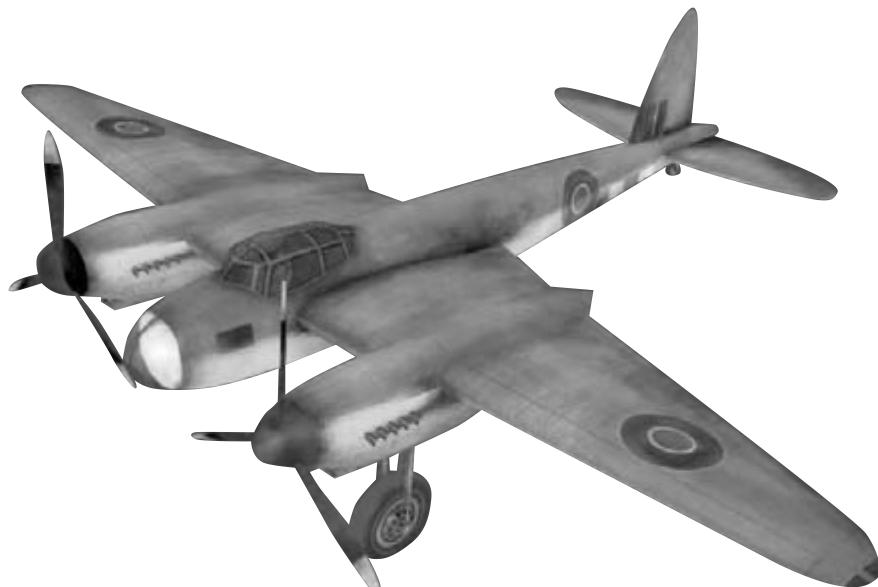
In a game, especially a Co-op game with its small fleets, send all your aircraft to search out and sink the opposing carrier while the rest of your force heads for the beaches. This is a great tactic for the United States if they can grab the Airfield first.

Sinking the carrier and holding the Airfield prevents the Japanese from getting replacement planes for those that are shot down or destroyed.

Japanese should load a gunner in a bomber and drop him over the Airfield to grab it before the Americans do. This gunner can also grab a torpedo bomber and go after the U.S. aircraft carrier.

TIP

When the island is well defended, go after the enemy fleet—especially in the single-player or Co-op games. If you sink the enemy fleet, and hold (or at least contest) both control points, the enemy cannot spawn until the ships respawn. In that circumstance, victory is almost assured.



STALINGRAD

Historical Overview

As the Germans pushed through the Caucus, Stalin ordered the Red Army to hold this namesake city at all cost. The Soviets halted the German advance at Stalingrad in August of 1942 and then surrounded General Paulus' Sixth Army. By February of 1943, Paulus surrendered along with 93,000 of his men—the only survivors of an initial force of 300,000.



Infantry are most effective in this bombed out city.

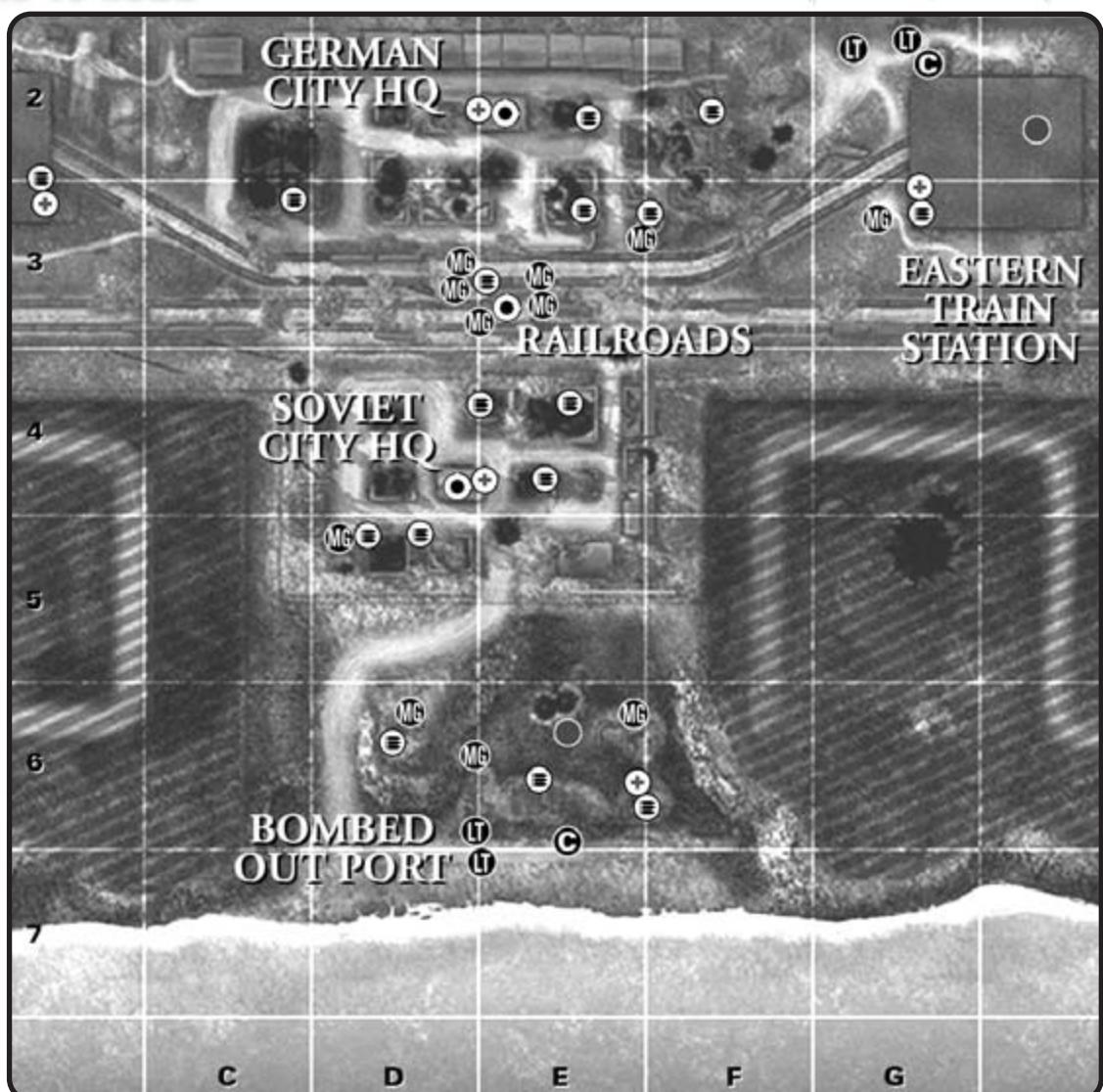
Summary

The rubble filled streets of Stalingrad make for some intense and outright chaotic close quarter engagements. Although there are a few vehicles available, infantry rule this map. Tanks have a difficult time maneuvering and avoiding point blank assaults—which can erupt out of nowhere. Meanwhile, the machine guns scattered around the map heighten the intensity of the battle while emphasizing the need for constant movement and cover. The bombed out buildings make excellent sniper perches for Scouts looking to hone their marksmanship skills, while Assault troops put their fully automatic weapons to use on the streets below. So if you want to shoot it out with the enemy in a game that closely resembles a classic death-match, Stalingrad is the map for you.

Description: The battle for Stalingrad occurs around the train facilities of that once great city. Pitched battles and sudden death characterize the combat here

Conquest Map Type:
Head-On map

Objective: Maintain control of more than half of the control points on the map



- Heavy Tank
- Light Tank
- Tank Destroyer
- Half-track
- Car
- Artillery
- Fighter
- Fighter-Bomber
- Dive Bomber
- Heavy Bomber

- Destroyer
- Aircraft Carrier
- Battleship
- Landing Craft
- Submarine
- Machinegun
- Anti-Aircraft Gun
- Coastal Artillery Gun
- Anti-Tank Gun

ICONS

- Base
- Control Point
- First Aid Cabinet/Crate
- Ammo Box
- Repair Platform/Hangar

Bases & Control Points

Bombed Out Port



The Bombed Out Port, on the Northern bank of the Volga, serves as the Soviet base. A road along the Western side provides access into the city and rail yard area. Although less direct, the road is the fastest way to move vehicles out of the low lying Port—the hill to the North is too steep. To compensate for the lower terrain, the three machine guns are placed on the upper floors of three separate buildings. This gives them a more level view of the Northern approach. To access the Easternmost machine gun post you'll have to traverse a series of wooden planks until you reach the fourth floor of a bombed out building. Keep an eye for planks like this elsewhere—they often lead to unique elevated positions.

Eastern Train Station



The Germans start off at the Eastern Train Station. The machine gun post outside the station covers the Western approach. Following the tracks out of the station leads toward the central Railroads control point. When possible, avoid moving tanks along the railroad tracks—it makes them hard to control and even slows them down. During capture the flag games this base houses the German flag, but other than that, the Eastern Train Station probably won't come under attack.

Location: Map Grid E6

Vehicles:

2 T-34/85

1 Willys Overland Jeep MB

Defensive Features:

3 Machine Guns

Other:

3 Ammo Boxes

1 First Aid Cabinet

Location: Map Grid H2

Vehicles:

2 PzKfW Mk.IV Panzer

1 VW Type 82 Kübelwagen

Defensive Features:

1 Machine Gun

Other:

1 German Flag (CTF)

1 Ammo Box

1 First Aid Cabinet

NOTE

In the single-player games, the cars at the German and Soviet bases are replaced with half-tracks.

Control Point A – German City HQ



As the Northernmost control point, the German City HQ is most likely to come under German control in the opening moments of the game. Compared to its surrounding neighbors, this four story building is rather intact, with clear passages to all floors. The Western room on the ground floor contains a First Aid Cabinet. The stairway runs up the middle of the building with open windows facing South at each landing. Since the flag pole is located at the top of the building, you must climb to the fourth floor and pause at the top of the steps to capture the control point. For a more direct path to the fourth floor, use the ladder on the North side of the building. The fourth floor windows provide a clear view of the Railroads control point in the center of the map, making this a great position for Scouts to snipe from.

Location: Map Grid E2

Initial Control: Neutral

Vehicles:

None

Defensive Features:

None

Other:

4 Ammo Boxes (in surrounding areas)

1 First Aid Cabinet

NOTE In the single-player and multiplayer Co-op games the German City HQ flag is located outside the building making it much easier to capture and harder to defend.

Control Point B – Railroads



Location: Map Grid E3

Initial Control: Neutral

Vehicles:

None

Defensive Features:

None

Other:

1 Ammo Box



The Railroads control point stands between the German controlled North and the Soviet controlled South. This makes it a hot bed of intense fighting as both sides struggle for its control. The sandbag perimeter and nearby boxcars offer some cover from enemy gunfire, but do little to protect defenders from incoming grenades and tank shells. To capture and hold the control point, troops need to be positioned a few feet away from the flag pole. Unfortunately there's not protection here so the best tactic is to stay prone. The boxcars on either side should prevent attackers from the North and South from moving in on your position, but you'll need to watch the East and West.

When using the railroad cars for cover, be aware that bullets can still pass underneath and hit your feet and legs. Try staying behind the car's wheels for complete concealment and protection.

NOTE

In the single-player and multiplayer Co-op games the Railroads control point includes five mounted machine guns.

Control Point C – Soviet City HQ



The Soviet City HQ building is an exact mirror of the German HQ. It consists of four floors with the control point flag on top of the building. It also has a ladder access to the fourth floor along its Southern side. The North facing fourth floor windows can be used to cover the Railroads control point. Scouts and Anti-tank soldiers work well as attackers from these upper floors, but you'll need more automatic weapons to defend the building adequately. Medics and Assault troops work well for defense. Keep an eye on the stair well as well as the rear window on the fourth floor.

NOTE

Like the German City HQ, the Soviet City HQ flag is located outside the building during single-player and multiplayer Co-op games.

Allied Strategy



Moving around on foot is the easiest way to get around this demolished city.

Meanwhile, move the tanks up from the back and have them take the Soviet City HQ—run a Scout or two to the top floor to capture it. You'll also want to position Scouts in some of the surrounding bombed out buildings so they can cover the Northern side of the Railroads control point.

With two control points held, the German ticket drain will begin. Dig-in and get ready to defend the two points, in particular the Railroads. As the Germans approach from the North, use your Scouts to snipe at them before they pose a threat to your forces in the middle. Keep the tanks back near the Soviet City HQ and use them to support your defenders. The tanks' coaxial machine guns work particularly well, providing relatively precise firepower while keeping the driver safe from enemy attacks. But avoid using their turret mounted machine guns—this just makes easy targets for enemy snipers. Keep up the pressure while defending both control points to secure a Soviet victory.

As with all head-on maps, taking as many points as possible from the onset is the key to getting an early advantage. But this time, vehicles won't necessarily get you across the map faster. The demolished city is difficult to navigate and maneuver in, and contains a number of abrupt dead-ends. Unless you're really familiar with the map and competent with the Jeep, your best off moving in by foot. Instead of heading for the closest control point (the Soviet City HQ), press on to the Railroads control point in the center. For the most part your attacking force should consist of Assault soldiers with a few Medics and Anti-tank personell thrown



Use the machine guns sparingly—you're extremely vulnerable while operating them.

Axis Strategy



This area between the tracks at map grid F3 is a great place to park your tanks. Keep the boxcar along your left side for added protection.

and your infantry to the North, you can catch the Soviets in a pretty wicked crossfire. Keep watch for sneaky flanking maneuvers, and pay extra close attention to defending the German City HQ.

Stalingrad Tactics

Take the High Ground

For an advantage on the battlefield, use Stalingrad's partially demolished buildings to gain a better vantage point. While moving through the city you'll probably notice various wooden planks leading up to and across the elevated floors of the heavily damaged buildings. This is one way to gain access to the city's higher levels. Another way is to look for central staircases or ladders. Moving to higher elevations presents a new risk that's as real and deadly as taking enemy gunfire: falling. While you can walk away from a second story fall, don't expect to be so lucky at higher elevations. Being shot at while balancing on the wooden planks isn't the kind of distraction you need, so try to climb to your perch without drawing too much attention.

Like the Soviets, the Germans need to focus on capturing at least two of the control points early on. Immediately send infantry to capture the Railroads control point in the center of the map and then grab the German City HQ control point. Scatter Scouts across the map and place them in positions where they'll be able to see key Soviet spawn areas like the Soviet City HQ and maybe even the Bombed Out Port to the South. Meanwhile, move the tanks South and in between the railroad tracks at map grid F3. With the boxcar protecting their Southern flank, the Panzers can turn their attention to the West and fire on Soviet troops and tanks as they attempt to assault the Railroads control point. With your tanks to the East



This complex network of planks leads to higher elevations—just don't lose your balance.

Once you find a good spot, try to locate some decent cover that still allows you to see a specific target area. For best results, try crouching in front of windows. This limits your profile making you harder to see and hit. Dropping prone is even better, but often limits your view. Now work at spotting targets. The further away they are, the better. If they're nearby they'll probably hear the report of your weapon, possibly compromising your position. Scouts are the best for this kind of work because their sniper rifles fire slowly and don't emit the large muzzle flashes that automatic weapons do. But other types of soldiers can be useful at these elevated positions. Anti-Tank soldiers can fire down on tanks and enemy soldiers, while Engineers can drop explosive charges out windows. But no matter how discrete you are, the enemy will most likely find your position. When this happens, it's usually best to move out and find a new place. Your victims hold a certain disdain for being taken out at long range—don't be surprised if they make it their personal goal to hunt you down. So keep moving. A good rule is to switch positions every time you reload.

Assault or Medic?



The Soviet Medic carries the MP-18 submachine gun. It carries 12 more rounds per clip than the Assault soldier's BAR.

In a close quarter map like Stalingrad, automatic weapons are essential. But what kind of weapon is best? An automatic assault rifle or a submancine gun? In the context of the game it comes down to choosing between a Medic and Assault Soldier. Remember, with the exception of their primary weapons, the Medic and Assault soldier are nearly identical. It's just that the Medic has the additional ability to heal himself and his comrades. In the case of the Soviets, it's a choice between the Medic's MP-18 submachine gun and the Assault soldier's BAR. While the BAR does remarkable damage, the 20 round capacity is a definite disadvantage when compared to the 32 round MP-18. As for

the Germans, the options are a bit more balanced between the Assault soldier's 30 round StG-44 and the Medic's 32 round MP-40. In this case, the favor definitely tilts toward the Assault soldier. Ultimately your decision is dependent on your style of gameplay. The submachine gun's rapid fire is great for close quarter combat while the Assault rifles offer a bit more power and accuracy making them equally effective at close combat and intermediate ranges. However, the ability to heal yourself and others may give your team the advantage you need to pull off a win.

HQ: Attack and Defend

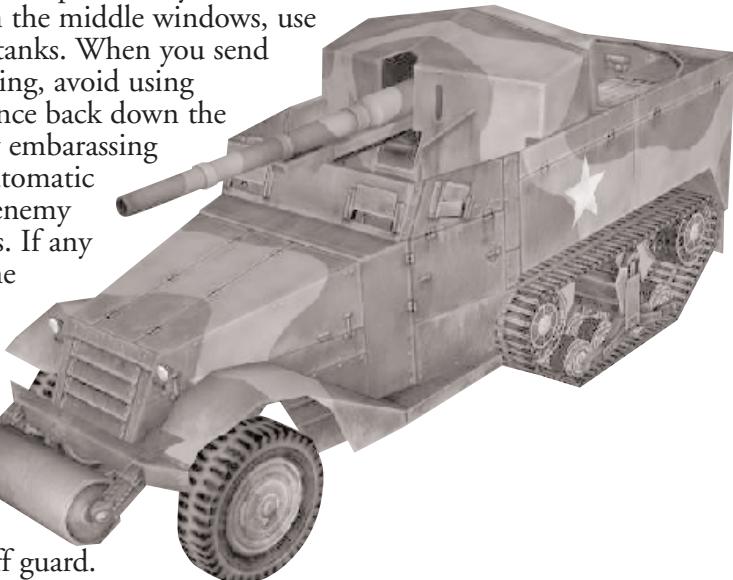


The best way to defend the HQ is to keep an automatic weapon trained on the central staircase.

soldiers or Medics in the building provides a bit more defensive freedom—tossing grenades down the steps works exceptionally well. As for the rear window access, keep a guard in the fourth story stairwell—any invaders must enter this stairwell to convert the control point.

When it comes to assaulting one of these buildings, things can get a bit trickier. First, it's imperative that you send in a probing attack to survey the defenses. If the enemy is serious about keeping this control point, they'll make their intentions clear. To knock out soldiers in the middle windows, use Anti-Tank infantry and your tanks. When you send infantry in to storm the building, avoid using grenades—they'll usually bounce back down the stairs making for a potentially embarrassing moment. Instead, use your automatic weapons to chip away at the enemy and keep moving up the stairs. If any sort of defense is present in the building, the rear ladder is usually a bad idea. You're extremely vulnerable as you climb through the rear window. But if you can coordinate an assault from the front and rear simultaneously, it just might be enough to catch the enemy off guard.

The Soviet and German HQs provide a unique challenge for both the attackers and defenders, as capturing these two control points require access to their fourth floors. There are two paths attackers can take to reach the fourth floor. The first is the main stairway that winds up the center of the building. Then there's the ladder at the rear, starting at the ground and leading all the way to the top floor. To prevent intruders from accessing the main stairway, use Engineers to place explosive charges along the steps. The downside to this tactic is that they'll need to standby and watch out for invaders so they can manually detonate the charges. Keeping a couple of Assault



Stalingrad Capture the Flag



In Capture the Flag games, the Allied flag is located in the Western Train Station.

Capture the Flag games on the Stalingrad map are significantly different than the other games. The most noticeable difference is that the Soviets start out in the Western Train Station, which houses their flag. The Railroads is the only control point located about equidistant between the German and Soviet bases. These changes shift the engagements to a more East to West direction. As far as vehicles go, each side has one half-track and a light tank. But they'll usually get bogged down on the railroad tracks, making them easy targets for anti-tank infantry. Instead, leap frog from one covered position to another until you can get within striking distance of the enemy's flag.



EL ALAMEIN

Historical Overview

Montgomery—with more numerous and better equipped troops—planned a trap for Rommel's army 70 miles west of Alexandria. There, he stopped the Afrika Korps ambitions.



El Alamein consists of large, open areas of desert, making vehicles extremely valuable.

Summary

El Alamein is a huge map, and great distances separate the three remote control points. Don't get caught in the middle of the desert without transportation.

Both the German and British bases provide a variety of vehicles. Use them. One of the terrain's key features is a mountainous ridge that separates the map's east and west halves, creating a more challenging task for ground units.

Two passes cut through this ridge—one in the north at Map Grid D3 and one in the south at D5. Short of flying, these passes are the quickest routes from one side to the other.

The map layout gives the British a clear advantage, because two control points are on the east side of the ridge, where the British Base is. The Germans must cross the ridge to capture a majority of the control points.

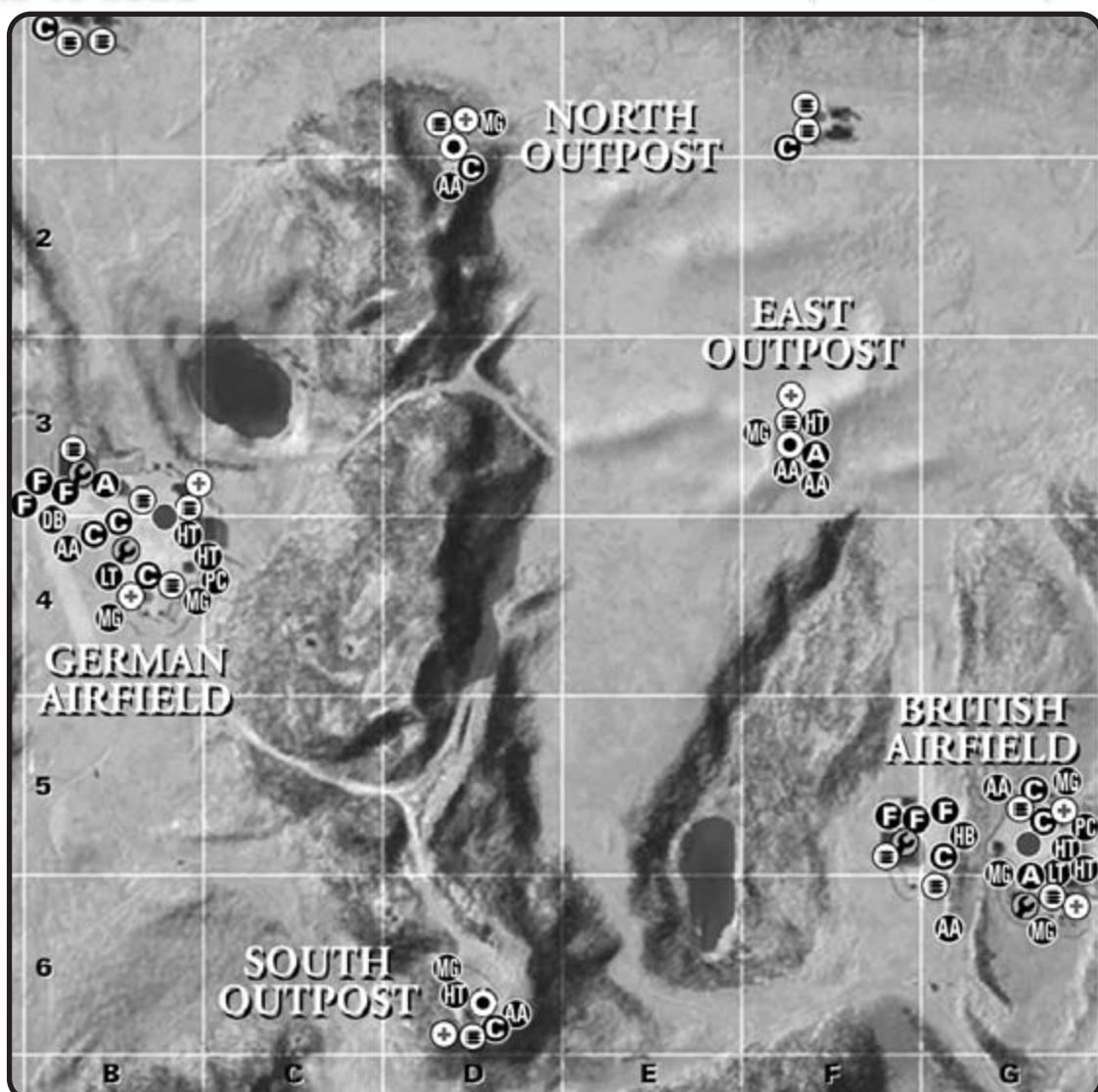
Description: The map has large desert expanses with a ridge between the Axis and Allied bases.

Conquest Map Type: Head-on map

Objective: Maintain control of more than half the control points on the map.

Available Multiplayer

Games: Capture the Flag, Team Death Match, Co-op, Conquest



- HT** Heavy Tank
- L** Light Tank
- TD** Tank Destroyer
- HT** Half-track
- C** Car
- A** Artillery
- F** Fighter
- FB** Fighter-Bomber
- DB** Dive Bomber
- HB** Heavy Bomber

- D** *Destroyer*
- AC** *Aircraft Carrier*
- B** *Battleship*
- LC** *Landing Craft*
- S** *Submarine*

- MG** *Machinegun*
- AA** *Anti-Aircraft Gun*
- CA** *Coastal Artillery Gun*
- AT** *Anti-Tank Gun*

ICONS

- **Base**
- **Control Point**
- **First Aid Cabinet/Crate**
- **Ammo Box**
- **Repair Platform/Hangar**

Bases & Control Points

British Base



The British Base is split into two distinct areas. On a plateau to the East are the main base facilities and vehicle spawn points. A separate airfield is on a flat, lower plain to the west. This is where the planes and hangar are located.

Only one selectable spawn point serves both facilities, which means that potential pilots may have to charge down the hill to the west to get to their planes. If you're one of these pilots, you may be tempted to grab a Jeep for the trek. Leave them for the ground forces—they need them more than you do.

When you exit the base from the north, turn right and use the level road along the base of the ridge at the far east. This road leads to the desert floor and is faster and safer than the seemingly more direct route to the north, which takes you over rough terrain. The road to the south leads to the airfield, but is out of the way if you're headed for the control points.

In most cases, Germans are too busy fighting for the three control points to attack the British Base, but watch for enemy pilots looking for easy targets. The AA guns should be more than enough to keep them at bay.

Location: Map Grid G5

Vehicles:

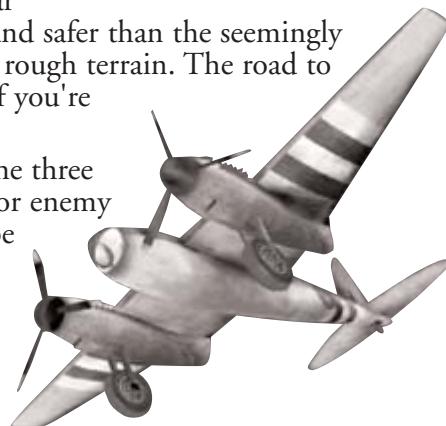
- 3 M4 Sherman
- 1 M10 Wolverine
- 1 M7 Priest
- 1 M3 Half-Track
- 3 Willys Overland Jeep MB
- 3 Spitfire Mk VB
- 1 B-17 Flying Fortress

Defensive Features:

- 2 AA Guns
- 3 Machine Guns

Other:

- 1 British Flag (CTF)
- 1 Repair Platform
- 1 Repair Hangar
- 4 Ammo Boxes
- 2 First Aid Cabinets



German Base



The German Base is compact in comparison to the British Base, but it still spreads out across a wide area. Because of its isolation, choosing the right vehicle for your needs is critical. Running toward the vehicle of your choice takes several seconds, so make up your mind fast.

To access the north pass through the ridge, use the base's north exit and make an immediate right, following the flat terrain along the lake's southern bank. The base's south exit provides access to the other pass. Instead of following the road leading out of the base, veer left after exiting, and head up the path leading over the ridge. The road leads farther south and away from the action.

When taking off from the German Base airfield, use plenty of runway and climb to altitude before turning east. The ridge is deceptively steep, often catching Stuka pilots by surprise.

Location: Map Grid B4

Vehicles:

- 3 PzKfW Mk.IV Panzer
- 1 PzKfW Mk.VI Tiger
- 1 SdKfz.124 Wespe
- 1 Hanomag Sdkfz.251
- 3 VW Type 82 Kübelwagen
- 3 Messerschmitt Bf-109e
- 1 Junkers Ju-87B Stuka

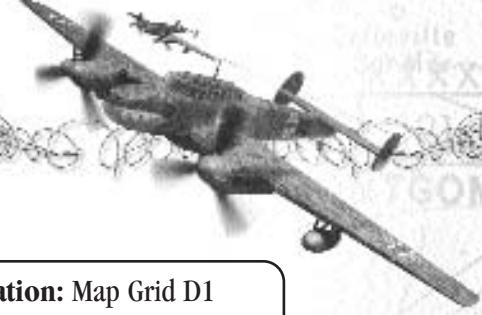
Defensive Features:

- 1 AA Gun
- 2 Machine Guns

Other:

- 1 German Flag (CTF)
- 1 Repair Platform
- 1 Repair Hangar
- 4 Ammo Boxes
- 2 First Aid Cabinets





Control Point A: North Outpost

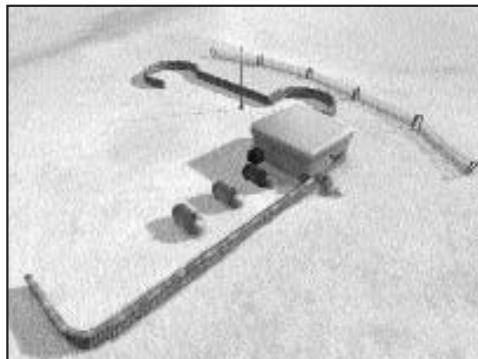


The northernmost control point lies on the central ridge's east base. This outpost is up for grabs. The British try to capture it from the southeast; the Germans can sneak up on it from either the northwest or south.

The outpost is slightly elevated on a small plateau, making defense easier. Two accessible paths lead onto this plateau: the main approach to the east, and the north slope. Use engineers to place mines at the crest of each access point. Mines laid at the top of the slope are less visible. Enemy tanks may not see them until it's too late.

Keep a small pathway clear through the mines so the outpost's spawned vehicles can move out. The AA gun is on a higher ridge to the south. It's out of harm's way in general bombardments, but can't help defend the outpost from ground attacks.

Control Point B: East Outpost



Location: Map Grid D1

Initial Control: Neutral

Vehicles:

1 Light Tank (M4 Sherman or PzKfW Mk.IV Panzer)

1 Car (Willys Overland Jeep MB or VW Type 82 Kübelwagen)

Defensive Features:

1 AA Gun

1 Machine Gun

Other:

1 Ammo Box

1 First Aid Cabinet

Location: Map Grid F3

Initial Control: Neutral

Vehicles:

1 Light Tank (M4 Sherman or PzKfW Mk.IV Panzer)

1 Artillery (M7 Priest or SdKfz.124 Wespe)

Defensive Features:

1 AA Gun

1 Machine Gun

Other:

1 Ammo Box

1 First Aid Cabinet

In most games, the British control the East Outpost because of its close proximity to their base. The outpost is elevated above the desert floor, enhancing its defense.

Most attacks come from the west, as German tanks emerge from the two passes. Keep tanks and artillery positioned behind the sandbags for added protection, and open fire on the attackers at long range. Don't cluster your armor at this control point, lest they be vulnerable to air attack. For extra protection, man the AA gun. It commands a 360-degree view of the sky and is effective for downing enemy planes approaching from any direction.

Control Point C: South Outpost



The South Outpost sits atop the central ridge. It's a tough control point to reach, but an easy one to defend. The Germans have a slight advantage at taking this point at the beginning. But, either side can use paratrooper tactics to grab this point quickly without sending ground units up the ridge.

After it's captured, a few troops can hold the point. Engineers are the most useful because they can mine the road to the north, which serves as the only access point. Anti-tank infantry are also helpful for repelling enemy armor attacks.

Take cover when enemy planes fly overhead—bombs and incoming paratroopers pose a serious threat. Scan the sky and stay near the AA gun to defend against such attacks. The turret-mounted machine gun on the light tank is an effective means of damaging enemy aircraft. Unless it's needed elsewhere on the battlefield, keep the tank up here for defensive reasons. The defending engineers can quickly repair any damage it absorbs.

NOTE

Two extra Jeeps are along the north edge of the map at Map Grids B1 and F1.

Location: Map Grid D6

Initial Control: Neutral

Vehicles:

1 Light Tank (M4 Sherman or PzKfW Mk.IV Panzer)

1 Car (Willys Overland Jeep MB or VW Type 82 Kübelwagen)

Defensive Features:

1 AA Gun

1 Machine Gun

Other:

1 Ammo Box

1 First Aid Cabinet

Allied Strategy



Short of flying, the Jeep is the quickest way to get across the desert. Use it to capture the North Outpost.

If you want all three, load the B-17 with three soldiers and drop two over the South Outpost to capture it. This might be a worthwhile distraction strategy. The Germans may decide to invest a fair amount of their forces in assaulting this point. Even if artillery or air strikes kill your defenders, the Germans still must physically occupy the control point to capture it.



The British have the advantage on this map, but exploiting this leverage depends on the efficiency of their opening moves. Immediately send a Jeep with a couple of engineers to capture the North Outpost. Upon arrival, set up a defensive perimeter using mines on the north and east entrances. Replenish your mine supplies with the Ammo Box. This protects the control point from enemy armor attacks.

Meanwhile, send your slower forces to the East Outpost. After it's captured, send a few tanks to the North Outpost to help reinforce that position. It's possible to take the South Outpost too, but holding two of the three control points is enough to commence the German ticket drain.



The East Outpost is a critical control point for the British.

Axis Strategy

To make up for their geographical disadvantage, the Germans need to move quickly and decisively to capture at least two of the control points. The British have a good foothold at the East Outpost, so focus on the other two.

Get a Stuka into the air, and drop the rear gunner over the South Outpost to capture it. Send a couple of engineers in a Kübelwagen from the base to help defend it. Along the way, deploy mines along the northern road.

Meanwhile, move the bulk of your armor against the North Outpost. Move half of your force through the north pass, and the rest around the ridge at Map Grid D1. Hit the control point from two sides while scattering your forces, making them less vulnerable to air attacks—especially B-17 carpet bombing.



Establishing control of the North Outpost gives the Germans a serious presence on the map's east side.

Send a scout team in a Kübelwagen ahead of the armor advance. If British troops are present, use a scout to call in artillery support. Your aircraft can also soften up the enemy's positions. When you've captured both control points, dig in and hold them. Use the Stuka and Messerschmitts to intercept British vehicles heading for your control points. The open desert between the North and East Outposts makes for some easy target practice.

El Alamein Tactics

Air Operations

Aircraft makes a difference on this map. With the exception of the central ridge, the landscape is open, and bombing and strafing runs are easy. This map is a great practice place for novice pilots. The only AA guns are at the bases and remote control points, creating huge pockets of unprotected air space.



The Stuka's dual bombs make it the best ground-attack aircraft in El Alamein.

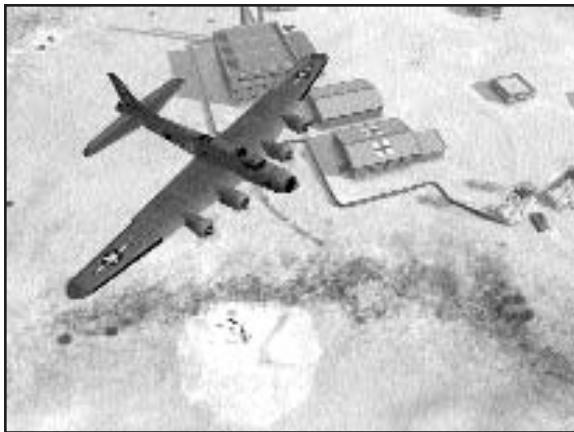
Fighters are the most plentiful aircraft type. Get a good feel for their speed and maneuverability before hunting enemy vehicles. Concentrate on heavy traffic areas, such as the two passes and the area between the North and East Outposts.

Identifying enemy targets is tough at high altitude and speeds. Use the mini-map in the screen's upper-right corner. Friendly vehicles are marked either blue (Allies) or red (Axis). If a vehicle appears as gray, it's either unoccupied or belongs to an enemy.

Use the directional arrow in the mini-map to line up your flight path, then scan the horizon for the target. When you spot it, use the rudder controls (A) and (D) to fine-tune your heading until you're headed directly for the target. Open up with machine gun fire or prepare to drop a bomb.

When glide bombing, drop the bomb before your instincts tell you to—particularly in fast-moving fighters. If the target is moving, drop the bomb in front of it.

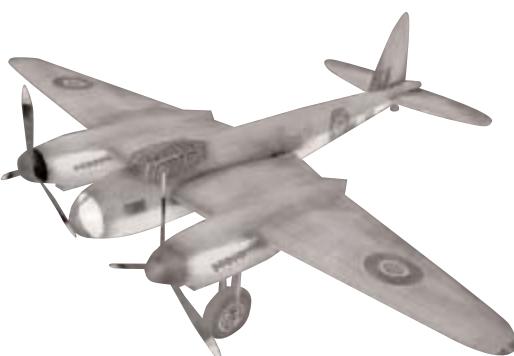
Bombs inflict splash damage, but you still want to get the bomb as close to the target as possible. Splash damage alone isn't enough to destroy a tank.



Use the B-17 to harass enemy vehicles in and around the German Base.

In El Alamein, the German Stuka is the most effective ground attack aircraft. It's slower and less maneuverable than the fighters, but it can drop two bombs at a time, increasing the damage dealt. The British B-17 is an impressive weapons platform, but the spread-out nature of the map makes it ineffective as a bomber.

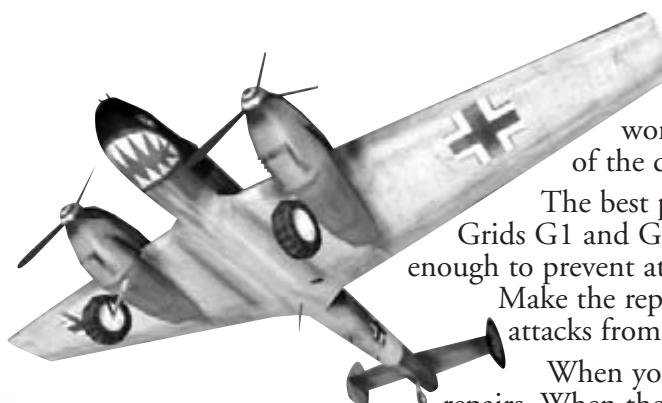
Other than the German Base, there aren't many large target areas of concentrated enemy units. Even bombing the narrow passes is difficult. Instead, shoot down enemy planes. That may sound silly, but with the two gunner positions filled, the B-17 becomes a lethal piece of bullet-spitting machinery. These two gunner positions can be used to carry paratroopers, useful for taking the South Outpost.



The Flying Grease Monkey



As an engineer, you can land and fix your airplane in the middle of the desert.



off. You don't need much space to get into the air. You can shorten your takeoff space by using one of the small sloped sand dunes as a ramp, but get enough speed.

Once in the air, return to the battle. If you're quick, you can land, make repairs, and take off again in under a minute.

AA guns are limited on this map, but there are enough vehicle-mounted machine guns and enemy fighters to fill your plane full of holes. Instead of ditching your damaged plane and parachuting onto some distant sand dune, try to repair it.

Your airstrip is the best place to do this, because you can simultaneously replenish ammo and bombs. Sometimes flying to or landing at your airstrip is inconvenient, especially when nearby enemy armor units are threatening your ground troops. This is especially true for German pilots who must fly to the map's other side to get to their base.

Instead, find a flat spot and land in the middle of the desert to repair your plane. This only works if you're an engineer, because you won't find ground crews in the middle of the desert.

The best place to land is in or near Map Grids G1 and G2. This area is out of the way enough to prevent attacks from enemy ground forces.

Make the repairs quickly; you're vulnerable to attacks from the air.

When you land, hop out and start the repairs. When the plane is fixed, get back in and take off.

TIP **You can rearm your plane by flying low over your airstrip. You don't need to land.**

Mine the Passes



A couple of engineers in a Kübelwagen or Jeep are enough to mine the north and south passes.

side of the south pass, leaving the north pass open so they can continue moving vehicles from their base to the map's eastern side.

Lay mines at the crest of inclines to make them tougher to see. Placing mines isn't guaranteed effective—enemy engineers can defuse them. Keep checking up on the condition of your minefields.

TIP

Mines are only useful against vehicles. Use either grenades or manually detonated explosive charges to stop enemy infantry.

The north and south passes through the central ridge are two obvious defensive chokepoints. Defend these with mines. This tactic is most useful to the British, to prevent the Germans from gaining easy access to the map's east side. But the Germans can use it to their advantage if they take the South Outpost.

To pull this off, you need a couple of engineers and a Jeep or Kübelwagen. The British want to mine both passes as quickly as possible—first the north one, then the south.

The Germans want to hold off on using mines until the South Outpost is captured. Then they can mine the east



GUADALCANAL

Historical Overview

From August 1942 to February 1943, Japanese and U.S. troops wage an epic land/sea battle for control of Guadalcanal and the trade route to Australia. Victory is a question of time and resources.



Infantry and armor are your biggest assets in the difficult terrain of Guadalcanal.

Description: Guadalcanal is a large island with bases at both ends. A strategically placed village plays an important role, because it can be used as an advanced base for either side.

Conquest Map Type: Head-on map

Objective: Maintain control of more than half the control points on the map.

Available Multiplayer

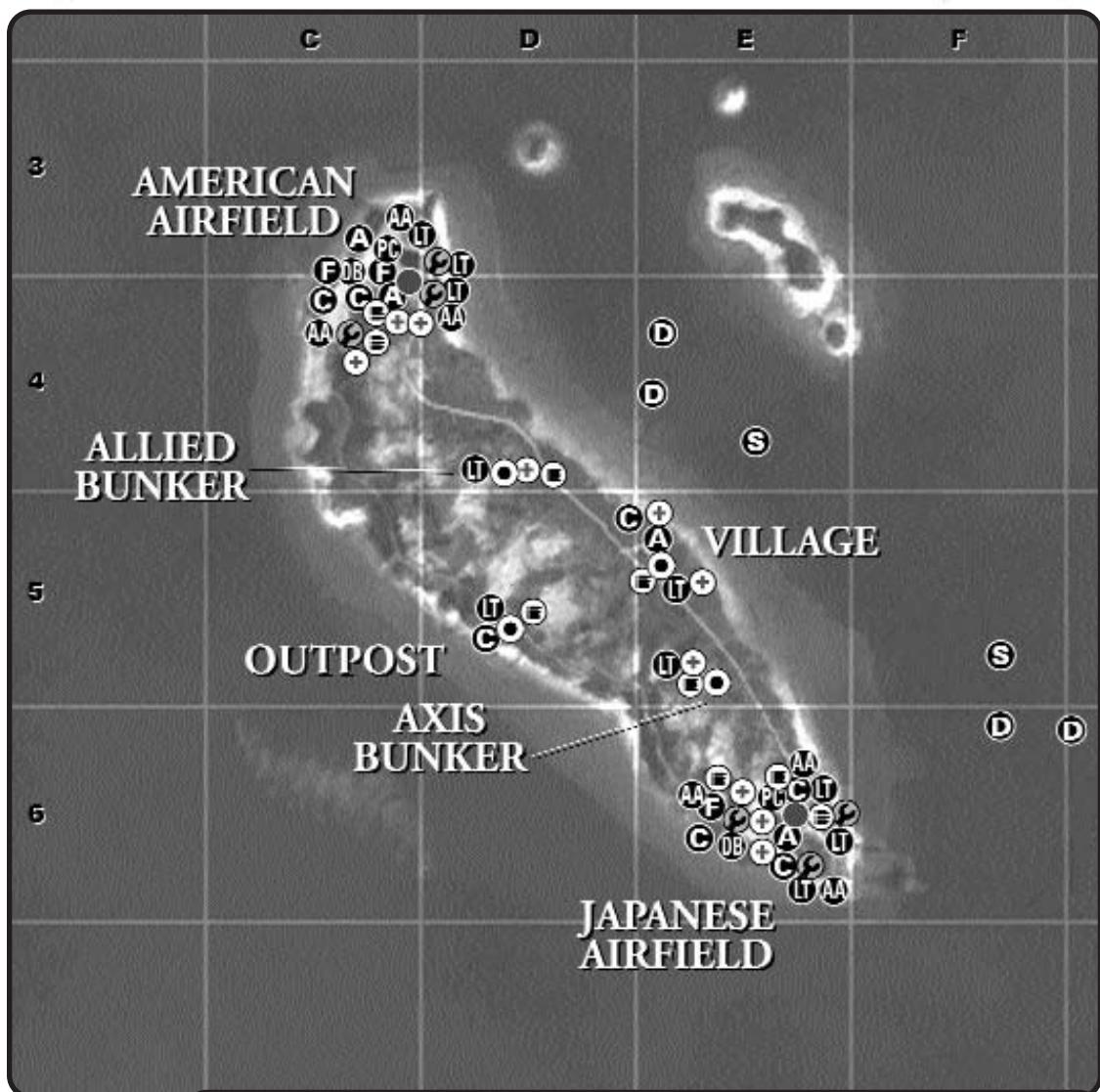
Games: Capture the Flag, Team Death Match, Co-op, Conquest

Summary

If it weren't for the falling bombs and persistent shelling, Guadalcanal would make a great vacation resort. Its rolling green hills and flawless shoreline are deceptively tranquil. The American Airfield lies at the north end of the island; the Japanese Airfield is in the south.

In between are four control points. Each side holds an elevated Bunker control point at the outset. The other two control points are up for grabs. Victory requires holding at least three points, which means capturing the two neutral points while holding the original Bunker.

In multiplayer games, the addition of naval vessels adds another dimension to this map, allowing offshore bombardments and amphibious landings.



Heavy Tank	Destroyer	ICONS
Light Tank	Aircraft Carrier	● Base
Tank Destroyer	Battleship	○ Control Point
Half-track	Landing Craft	⊕ First Aid Cabinet/Crate
Car	Submarine	■ Ammo Box
Artillery	Machinegun	● Repair Platform/Hangar
Fighter	Anti-Aircraft Gun	
Fighter-Bomber	Coastal Artillery Gun	
Dive Bomber	Anti-Tank Gun	
Heavy Bomber		

Bases & Control Points

American Airfield



The American Airfield sprawls across the island's north coast. A motor pool is located along the east side, along with a couple of Repair Platforms and almost all the ground vehicle spawn points.

Clustered vehicles make this area vulnerable to artillery and air strikes, but in most cases the enemy concentrates these attacks elsewhere. The actual airstrip is along the west side, and there's a Repair Hangar to the south.

The base has two entry points, one south of the motor pool and another south of the Repair Hangar. A massive ground assault against the Airfield is unlikely, but don't be surprised to see a few mischievous Japanese soldiers sabotaging vehicles or stealing airplanes. Such raids are common during Capture the Flag games.

Use the nearby guard towers to spot any activity along the main road leading through the Airfield. A couple of scouts in these high towers can bring an end to small-scale incursions.

Location: Map Grid C4

Vehicles:

- 3 M4 Sherman
- 2 M7 Priest
- 1 M3 Half-Track
- 2 Willys Overland Jeep MB
- 2 F4U Corsair
- 1 SBD-6 Dauntless

Defensive Features:

- 3 AA Guns

Other:

- 1 American Flag (CTF)
- 2 Repair Platforms
- 1 Repair Hangar
- 3 Ammo Boxes
- 3 First Aid Cabinets



Japanese Airfield

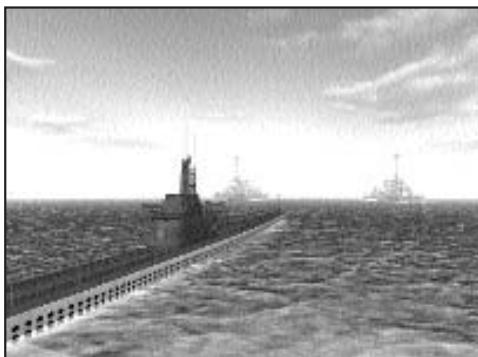


The Japanese Airfield, along the island's south coast, features a lengthy airstrip and a centralized motor pool, much like the American Airfield. To the northwest, a mountain topped with a radar station towers over the two main facilities. This obstacle makes it difficult to hit the Airfield with artillery and air strikes originating from the other side.

The south approach is wide open, however, and vulnerable to naval shelling. A shallowly sloped broad beach also makes the Airfield accessible to amphibious assaults.

As with the American Airfield, the main road circling the island cuts right through the Japanese Airfield. Keep an eye out for marauding Jeeps and other invaders.

American Task Force



The American Task Force starts near the American Airfield, uncomfortably close to the Japanese Task Force. With both task forces on the east side of the island, naval conflict is almost inevitable.

Location: Map Grid E6

Vehicles:

- 3 Chi Ha 97
- 2 SdKfz.124 Wespe
- 1 Hanomag Sdkfz.251
- 2 VW Type 82 Kübelwagen
- 2 A6M Zeke/Zero
- 1 Aichi D3A1 Val

Defensive Features:

- 3 AA Guns

Other:

- 1 Japanese Flag (CTF)
- 2 Repair Platforms
- 1 Repair Hangar
- 3 Ammo Boxes
- 3 First Aid Cabinets

Location: Map Grid E4
(approximately)

Vehicles:

- 2 USN Fletcher Class (Destroyer)
- 1 USN Gato Class (Submarine)
- 4 LCVP Higgins Boat

Defensive Features:

- 4 Machine Guns

Other:

- 2 Ammo Boxes

Beyond that, the destroyers are extremely valuable as amphibious assault platforms. Their big guns make a difference when it comes to taking the Village and Outpost control points.



Japanese Task Force



The Japanese Task Force has the same number and type of ships as the American Task Force, and faces the same stand-off considerations. Starting so close to the American ships presents an immediate tactical disadvantage.

To get an upper hand, use your two aircraft to strike the enemy ships. Use the submarine to attack the American ships as well, but keep your distance from the destroyers.

Location: Map Grid F6
(approximately)

Vehicles:

2 IJN Akizuki Class
(Destroyer)

1 U-Boat Type VII C
(Submarine)

4 Dai-Hatsu 14M

Defensive Features:

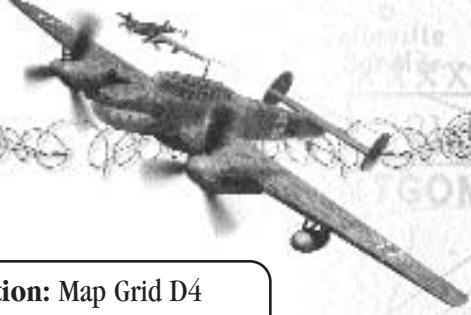
4 Machine Guns

Other:

2 Ammo Boxes

NOTE American
and
Japanese
ships aren't available
in single-player and multi-
player Co-op games.





Control Point A: Allied Bunker



The Allied Bunker sits high atop a steep hill at the north end of the island. The sheer slopes surrounding this control point make it difficult to capture if it's properly defended.

The top of the hill is accessible along a shallow slope to the northwest. On the offense, take this path with the spawned light tank; defenders should keep an eye on the path.

The Bunker's elevated position affords a fantastic view of the southeast approach. With binoculars or sniper scopes, scouts can also see the Village. If the Village falls into enemy hands, this is a great spot for sniping and calling in artillery strikes.

When defending, stay inside the Bunker if possible. It provides cover from enemy fire, including incoming bombs and artillery shells. If the control point comes under attack, toss grenades down the hill—the nearby Ammo Box gives you an endless supply. A few explosive charges along the northwest slope can provide protection, too, if they're detonated at the right time.

Location: Map Grid D4

Initial Control: American

Vehicles:

1 Light Tank (M4 Sherman or Chi Ha 97)

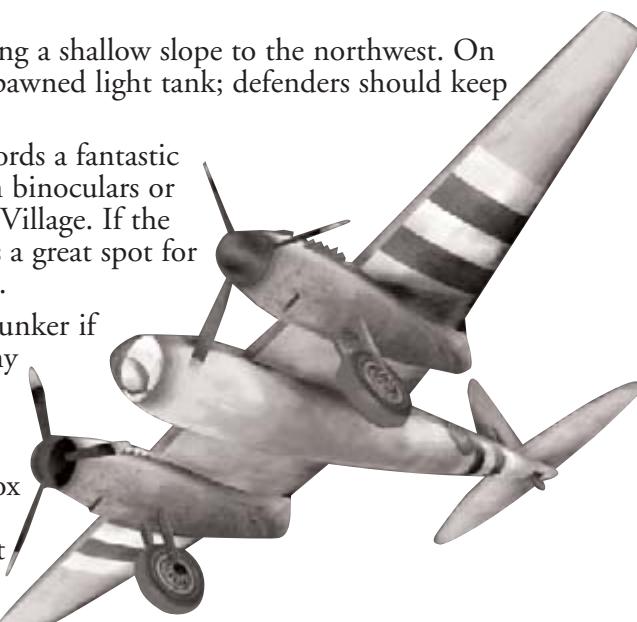
Defensive Features:

None

Other:

1 Ammo Box

1 First Aid Cabinet



Control Point B: Village



The most central and best fortified of the two neutral control points, the Village is almost always the center of the battle. The three small buildings may not look like much, but they're capable of housing many defenders who can fire through the windows in all approachable directions.

Unless an attacker gets lucky and zips a tank shell through a window or doorway, the occupants are relatively safe from heavy attacks. A room-to-room search of each building is needed to fully secure the Village—and that's the easy part. Just getting near the Village can be difficult, especially if it's heavily defended.

The best approach is along the beach to the east, so amphibious landings may prove useful. The beach is lower and allows attackers to get within grenade range before exposing themselves to the defender's line of sight.

Another attack option is to load a half-track and drive along the eastern shoreline toward the Village. Make sure enemy destroyers aren't nearby.

Location: Map Grid E5

Initial Control: Neutral

Vehicles:

1 Light Tank (M4 Sherman or Chi Ha 97)

1 Artillery (M7 Priest or SdKfz.124 Wespe)

1 Car (Willys Overland Jeep MB or VW Type 82 Kübelwagen)

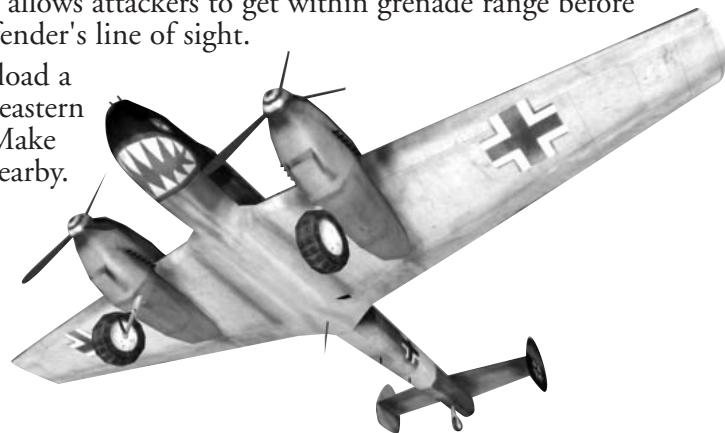
Defensive Features:

None

Other:

1 Ammo Box

1 First Aid Cabinet



Control Point C: Axis Bunker



Like the Allied Bunker, the Axis Bunker is atop a steep hill, this time on the south side of the island. A long L-shaped earthen ramp leads up from the south, providing a gradual approach for vehicles. Infantry can traverse the northwest side of the hill, albeit with some effort.

Unlike the Allied Bunker, this one provides a clearer view of the Village to the north. You can even turn the light tank around from its spawned position and accurately shell the Village center.

Scouts are very effective when attacking the Village from this position. They can peer through the open window and doorway with their sniper scopes, picking off enemy troops hiding in the building in the southwest corner of the Village. When using this point as a sniper post, stay in the bunker for extra protection and concealment.

Control Point D: Outpost



The Outpost, the only control point on the island's west side, is not only remote but also extremely difficult to defend. It consists of nothing more than a few sandbags and a guard tower, so defenders haven't much to work with—unless they have a destroyer just offshore.

Location: Map Grid E5

Initial Control: Japanese

Vehicles:

1 Light Tank (M4 Sherman or Chi Ha 97)

Defensive Features:

None

Other:

1 Ammo Box

1 First Aid Cabinet

Location: Map Grid D5

Initial Control: Neutral

Vehicles:

1 Light Tank (M4 Sherman or Chi Ha 97)

1 Car (Willys Overland Jeep MB or VW Type 82 Kübelwagen)

Defensive Features:

None

Other:

1 Ammo Box

The Outpost isn't easy to attack, either. It's tucked between a mountain to the east and a steep (but accessible) shoreline to the west. The most direct avenue of attack is along the road from the west. This road originates near the Village and cuts across the island through a narrow valley. The Outpost is also adjacent to the main coastal road circling the island, making attacks from the north and south a possibility.

A distant defense is your best option, given the scarcity of places to hide. Place scouts and other defenders high on hills and mountains to pick off enemies before they get close to the control point, and booby-trap the Outpost with explosive charges and mines.

Allied Strategy



The Jeep is the quickest way to get to the Village.

turn it so the front armor faces south. While the scout inside fires at incoming Japanese infantry and vehicles, position the engineer directly behind the tank to make repairs.

Meanwhile, move reinforcements from the Allied Bunker into the Village buildings. The first few moments can be extremely tense, but once you hold the Village, the rest of the battle is a cakewalk.

Instead of taking the Outpost, concentrate on taking the Axis Bunker. Send a few vehicles to the northwest side of the hill, and use infantry to take the Bunker. When you hold the three eastern control points, Axis tickets start evaporating.

Capturing and holding the Village is the key to an Allied victory, but you have to get there before the Japanese. The quickest way is to drop a scout or engineer from the back seat of the Dauntless, but sometimes such coordination among your teammates doesn't work out.

From the Allied Airfield, send a Jeep with a scout and engineer. The Allied Bunker is closer, but the Jeep's speed makes up for the distance, placing you way ahead of friendly troops spawning at the Bunker.

After you arrive and capture the Village, immediately get in the M4 Sherman and turn it so the front armor faces south. While the scout inside fires at incoming Japanese infantry and vehicles, position the engineer directly behind the tank to make repairs.



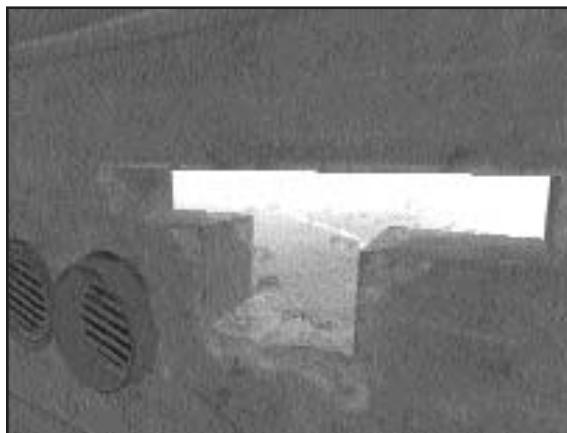
When the Village is secure, use your tanks and infantry to move on the Axis Bunker.

Let the Japanese capture the Outpost, then use the valley between the Outpost and the Village as a kill zone. In this narrow region, concentrated artillery and air strikes blow away Japanese troops and armor attempting to attack the Village. Move armor along the road at Map Grid E5 just north of the Japanese base.

Contain the enemy at these two chokepoints, and you can inflict enough casualties to win the battle in short order. Watch out for flanking maneuvers. From the Outpost, the Japanese can still use the main road to reach your Airfield. Position some tanks along the west side to keep the Japanese from breaking out.

Their aircraft also pose a threat, so keep your turret-mounted machine guns ready. If you have destroyers available, shell the Japanese Airfield, concentrating on the aircraft and tank spawn points.

Axis Strategy



The Axis Bunker provides a clear view of the Village. Snipe from this spot.

When three of four control points are in Japanese control, dig in and wait for the Americans to bring the battle to you. The strongest defensive position is the Village, so use it to your advantage. If you leave the Allied Bunker untouched, most of the U.S. troops spawn there.

Use the Wespe at the Village to shell this Bunker continuously—a scout can spot it with binoculars from the Village. Bring tanks and other vehicles forward from the Airfield to block enemy advances. Watch the east and west coasts, which are likely avenues for flanking maneuvers.

The Village is also the main focus of the Japanese strategy. Use a Val or Kübelwagen to get there quickly and set up the appropriate defenses. Americans from the Allied Bunker are the first to arrive from the North. Jump in the newly spawned Chi Ha 97 and hold back the initial attack.

Meanwhile, send another Kübelwagen from the Airfield toward the Outpost. Use the coastal road on the west side of the island, where you're less likely to run into American troops. Reinforce the captured control points with troops from the Axis Bunker, and spawn new troops at these forward positions as soon as possible.



Don't forget to reinforce your control points.

Station engineers at the Outpost to mine the coastal road on the west side of the map to keep American armor from breaking through. Follow up with frequent air patrols and try to keep the American ships from posing a threat.

The destroyers carry landing craft, which makes a new invasion possible at almost any point. If you heavily defend your control points, even the most coordinated amphibious assaults fail.

Guadalcanal Tactics

Naval Support



The destroyer's guns are great for bombarding enemy targets, but watch out for your own troops.

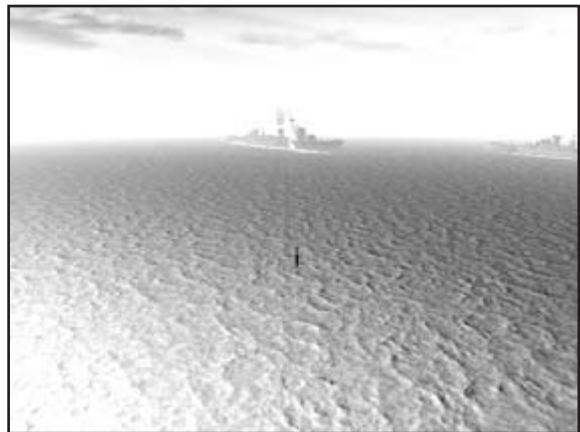
Hard-to-defend control points such as the Outpost benefit greatly from a destroyer. Anchor one off the coast and shell any enemies that get near.

Amphibious landings aren't of much use on this map, because the island-based spawn points are more than adequate. But an occasional surprise attack from an unexpected direction may catch the enemy off guard. If nothing else works, try this at the Village. Landing craft also serve as gunboats, patrolling the coast and strafing enemy troops.

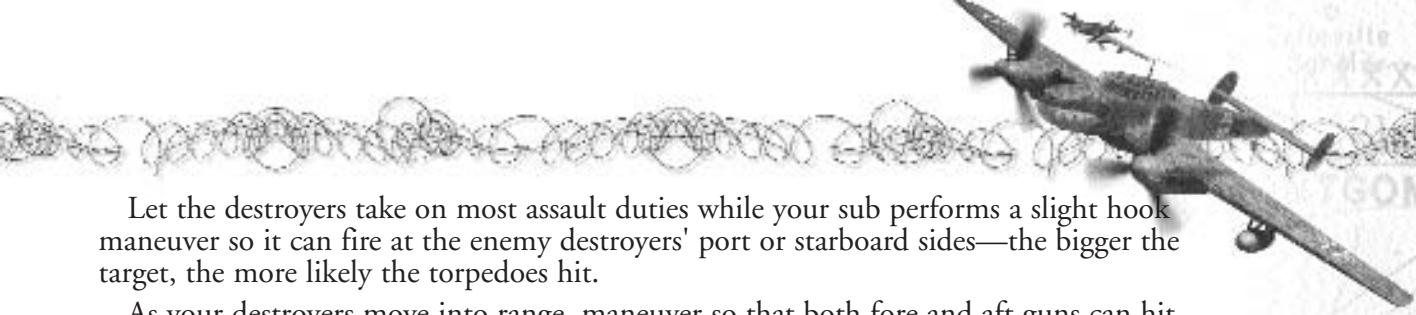
Use your task force to prevent enemies from using their own. At the outset, the American and Japanese task forces are evenly matched and only about a map grid apart. Steam straight ahead, and you should soon see the enemy ships.

When both sides have ships, it can be difficult to figure out how to use them effectively. Ships can be used for a variety of tasks—bombardment, amphibious landings, or simply to take out enemy ships—but don't let that distract you from the main goal of capturing and defending the island's control points. Destroyers and subs merely perform a supporting role.

Destroyers are great for bombarding enemy ground targets and spawn points, but can prove counterproductive when your own ground forces move into the target area. Watch the mini-map to make sure your target area is clear of friendly forces.



Use your sub to sneak up on enemy destroyers.



Let the destroyers take on most assault duties while your sub performs a slight hook maneuver so it can fire at the enemy destroyers' port or starboard sides—the bigger the target, the more likely the torpedoes hit.

As your destroyers move into range, maneuver so that both fore and aft guns can hit enemy ships. If you see the enemy sub, get close and either fire your guns at it or drop depth charges. The depth charges inflict damage whether the sub is surfaced or submerged.

Maneuver with care. The island's coast is to the west and a group of small islands lies northeast. Running your ship aground is more than embarrassing. It essentially renders the ship useless.

The Great Jeep Race



The west side of the island is scenic, but watch the road.

Mines can even be used to spice up the course itself. Even if you avoid all manmade obstacles, your vehicle is bound to take some damage from the environment—engineers make great pit crews!

Use your imagination! A road race is an exercise in fun, but you can also pick up some practical knowledge, including the layout of the map and how to handle different vehicles at high speeds over rough terrain.

Prizes are entirely up to you. Possibly the winner could have a shot at the vehicle of his choice—without drawing the ire (or gunfire) of his teammates.

This has nothing to do with combat or winning the game, but racing fans have no doubt realized that Guadalcanal makes a great off-road race course. The coastal road circling the map provides challenging and scenic competition.

Gather all the Jeeps and Kübelwagens, and you have up to six cars—more than enough entries, considering the narrow road and the harsh terrain. The Village provides a central starting location for all drivers, and an explosive charge sure beats a starting pistol!

Prevent cheating by mining shortcuts.

KHARKOV

Historical Overview

When three Soviet armies collided with Field Marshal von Bock's German force advancing upon Kharkov, the ensuing battle cost the Red Army nearly a quarter-million men in under two weeks.



The Kharkov ruins lie between the two bridges south of the Kharkov Hills. Most combat takes place amid these ruins.

Description: A typical Russian plain with forests, hills, and a few rivers crossed by stone bridges that can become choke-points.

Conquest Map Type: Head-on map

Objective: Maintain control of more than half of the control points on the map.

Available Multiplayer Games:

Capture the Flag, Team Death Match, Co-op, Conquest

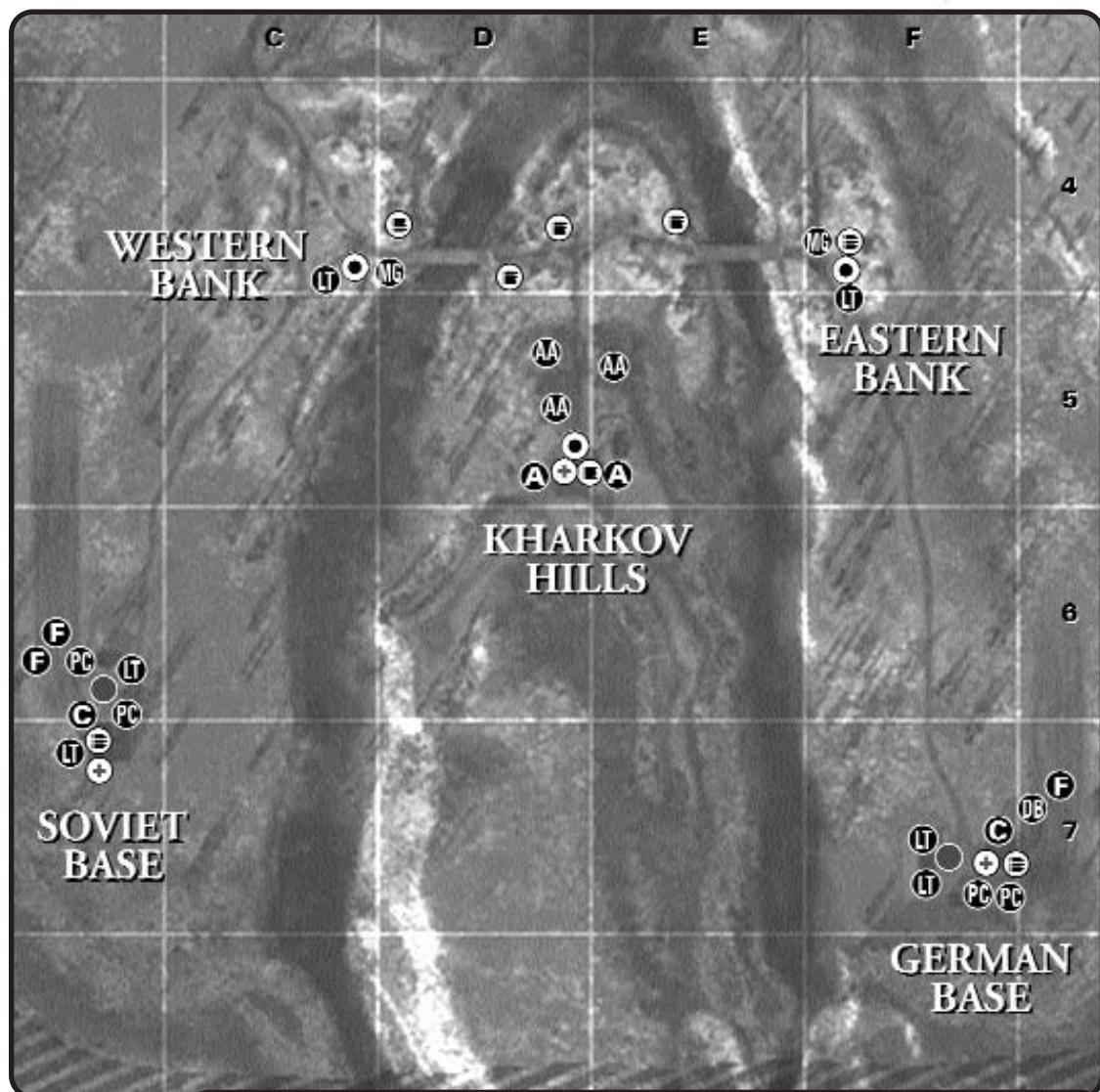
Summary

In Kharkov, controlling the high ground is the key to victory. The Kharkov Hills control point, dead center on the map, provides a sweeping view of the battlefield. Capturing and holding this hill and its artillery spawn points is the goal of both German and Soviet forces.

Central Kharkov is flanked by two river branches. Two stone bridges, one to the east and another to the west, connect the town. A third stone bridge is outside of town in the north.

In most cases, the Western and Eastern Bank control points serve as staging areas for Soviet and German forces as they advance across their respective bridges to reach the Kharkov Hills. Movement along these bridges can be stifled by artillery, air strikes, mines, and explosive charges.

Ultimately, the side that holds the Kharkov Hills control point (in addition to one of the Bank control points) wins.



U Heavy Tank
U Light Tank
U Tank Destroyer
U Half-track
C Car
A Artillery
F Fighter
U Fighter-Bomber
U Dive Bomber
U Heavy Bomber

D Destroyer
U Aircraft Carrier
B Battleship
U Landing Craft
S Submarine
U Machinegun
U Anti-Aircraft Gun
U Coastal Artillery Gun
U Anti-Tank Gun

ICONS

- Base
- Control Point
- First Aid Cabinet/Crate
- Ammo Box
- Repair Platform/Hangar

Bases & Control Points

Soviet Base



There's nothing remarkable about the Soviet Base. Except for housing a First Aid Cabinet and an Ammo Box, the large wooden building serves no function. It makes nice cover in an air strike or artillery barrage, and you can put defenders in its upper loft if German troops swim across the river to attack the base from the east.

The dirt road leading from the Base moves through the Western Bank control point, then branches off toward the north bridge.

Aircraft landing for repairs and rearmament should approach from the north—the bowl-shaped terrain makes landings from the south difficult.

German Base



The German Base is east and over the mountain from the Soviet Base. Mirroring the overall symmetry of the map, it's similar to the Soviet Base in layout, with three buildings and an airstrip along the east side.

Location: Map Grid F7

Vehicles:

- 2 T-34/85
- 2 M3 Half-Track
- 1 Willys Overland Jeep MB
- 2 Yak-9

Defensive Features:

- None

Other:

- 1 Ammo Box
- 1 First Aid Cabinet

Location: Map Grid B6

Vehicles:

- 2 PzKfW Mk.IV Panzer
- 2 Hanomag Sdkfz.251
- 1 VW Type 82 Kübelwagen
- 1 Messerschmitt Bf-109e
- 1 Junkers Ju-87B Stuka

Defensive Features:

- None

Other:

- 1 Ammo Box
- 1 First Aid Cabinet

A dirt road moves through the Eastern Bank control point and on to the north bridge. At the north end of the airstrip is a pile of dirt. You're probably airborne before you approach it, but if not, it can help the Stuka get into the air. You need to climb hard to avoid hitting the trees beyond.

NOTE In single-player and multi-player Co-op games, neither Base has a car (Jeep or Kübelwagen), and the Soviets have one T-34/76 and one T-34/85.

Control Point A: Western Bank



North of the Soviet Base, the Western Bank serves as a staging area before the Soviets cross the river into the central city and move on to the Kharkov Hills control point. The remains of a few bombed-out buildings provide scant cover from heavy attacks, but make great ambush spots if the Germans attempt to cross the river.

Position scouts and anti-tank infantry in the higher parts of the buildings to get a better view of the bridge and any action to the east. As in Stalingrad, wooden planks lead up to the higher ledges.

The control point's only Ammo Box is located on such a ledge, in a bombed-out gray building facing the bridge. You can retrieve ammo by standing beneath it.

Sandbags along the riverbank provide adequate cover from gunfire if you lie prone—they're not high enough to protect you if you crouch. These make good ambush spots for anti-tank infantry and engineers babysitting defensive explosives placed along the bridge.

Location: Map Grid C4

Initial Control: Neutral

Vehicles:

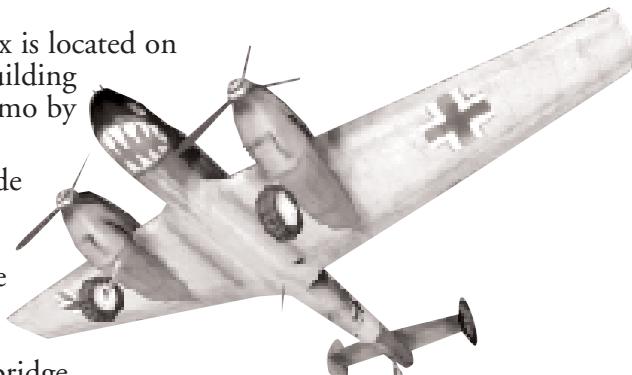
1 Light Tank (T-34/85 or PzKFW Mk.IV Panzer)

Defensive Features:

1 Machine Gun

Other:

1 Ammo Box



Control Point B: Kharkov Hills



Kharkov Hills commands a clear view of each base and the other two control points, and is the most significant piece of land on the map. This control point has the only AA guns on the map, and its two vehicle spawn points produce the only artillery pieces.

These can be used to fire on advancing enemy troops and armor as they slow at the bridges. In the building south of the flagpole is the only First Aid Cabinet on the battlefield, increasing the survivability of the control point's defenders.

The east and west slopes of the hill are steep, and thus impervious to vehicle advances. The only vehicle access is via a gradual ramp at the north end. Infantry can traverse some spots along the flanks of the hill and climb to the top.

Most attacks come from the north, but it's possible for attackers to hit this point from any direction. Neither the Wespe or Katyusha artillery is meant for defense, so your troops have to make do without the support of tanks or other vehicles. You won't move artillery off the hill, so mine the north ramp.

Keep an eye on the east and west. Your opponents won't try a frontal assault, so expect flanking maneuvers. Position soldiers in the buildings and a scout or two atop the mountain to the south. They can spot and engage any enemy soldiers attempting a sneak attack.

Location: Map Grid D5

Initial Control: Neutral

Vehicles:

2 Artillery (BM-13N Katyusha
"Stalin Organ" or SdKfz.124
Wespe)

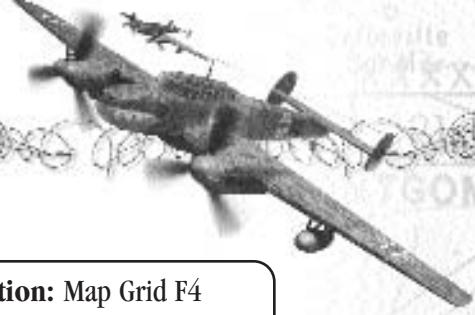
Defensive Features:

3 AA Guns

Other:

1 Ammo Box
1 First Aid Cabinet





Control Point C: Eastern Bank



Just as the Western Bank usually comes under Soviet control, the Eastern Bank almost always belongs to the Germans. The bombed-out buildings provide some cover, allowing your forces to gather before moving west into the no man's land of the Kharkov ruins.

Defend the Eastern Bank at all times; it's easy to capture if unguarded. The bridge is the most obvious avenue of attack, but enemy soldiers can also swim across the river or cross the bridge to the north. Place a few scouts in the higher ruins to spot activity in these areas.

Keep a manned vehicle, like a half-track, parked near the flag at all times.

Allied Strategy



Until you take the Kharkov Hills control point, the turret-mounted machine guns on tanks and half-tracks are your only defense against enemy aircraft.

Location: Map Grid F4

Initial Control: Neutral

Vehicles:

1 Light Tank (T-34/85 or PzKfW Mk.IV Panzer)

Defensive Features:

1 Machine Gun

Other:

1 Ammo Box

Getting to the Kharkov Hills is the most important objective, and the Jeep is the quickest way. The Soviets have access to only one Jeep, so be careful with it. If it crashes en route, the Germans may reach this critical control point before you do.

Use the dirt road, drive through the Western Bank control point and cross the bridge. Don't stop to capture this control point—your comrades pick it up on their way into the city.

Continue up the large dirt ramp, and get out of the Jeep at the top of the hill. Hit the dirt near the flagpole until the Soviet flag appears.

Move the Soviet armor and infantry onto the Western Bank and push toward the next bridge. Face off against German armor in the Kharkov ruins, but don't cross the bridge leading to the Eastern Bank. Instead, deploy some engineers to mine the bridge and place anti-tank infantry in the nearby buildings.

Back on the hill, use the Katyusha rocket artillery to pound away at the Eastern Bank control point. Send another group of engineers to mine the bridge in the north. This should keep German ground vehicles to the map's west side.

Watch for enemy paratroopers or infantry swimming across the river. If all goes well, you celebrate a Soviet victory in a matter of minutes.

Axis Strategy



Use a combination of armor and infantry to get the upper hand in the Kharkov ruins.

Push the Soviets over the west bridge, then mine it to keep them at bay. The German Wespe artillery doesn't fire as fast as the Soviet Katyusha, but it's easier to aim without a spotter. From the Kharkov Hills, shell the Western Bank control point, focusing on the bridge's west base and areas near the flagpole, where Soviet troops spawn.

Germans should follow the same basic strategy as the Soviets, but they have a slight advantage in taking the Kharkov Hills. Instead of traveling there by Kübelwagen, load a Stuka with two soldiers and drop the rear gunner over the control point to capture it.

If the soldier that parachutes in is an engineer, he can mine the north access point and hamper any attempts by the Soviets to rush the hill and take it.

While the drama on top of the hill plays out, move the rest of the German ground forces through the Western Bank control point and into the Kharkov ruins.





Artillery, like this Wespe, is best left in the Kharkov Hills. Use it to pound on the Western Bank bridge as Soviet troops attempt to cross.

As you box them out to the west, watch the north bridge. Move a tank or a few troops to the guard the bridge. If you feel confident, cross the bridge and attack the Western Bank from the south—but don't capture it. You want enemy troops to spawn here so your artillery blow them away before they can run more than a few feet.



Kharkov Tactics

Frontline Transport



Half-tracks can carry up to six soldiers to the front lines. They can also serve as mobile ammo dumps and field hospitals.

smoldering half-tracks. If you hear anything suspicious, jump out by hitting [E].

Move as many troops to the front line as quickly as possible to give your side an advantage when engaging the enemy in the Kharkov ruins.

Whether you're a Soviet or a German soldier, the distance is considerable between your base and the riverbank control points. Until you capture one of those control points, you have to use your Base's spawn point. Many times vehicles are nowhere to be found.

To keep your soldiers from running long distances to the action, use half-tracks to ferry men to the front lines. Each half-track carries up to six soldiers: a driver, a gunner, and four passengers in the back.

The trek between your Base and the first control point is safe except for sporadic air attacks, so don't worry about



It may be cramped, but it beats walking.

Swim to Win

It's not a recommended tactic, but swimming across the river can get your team out of a pinch—especially when conducting a flanking assault on the Kharkov Hills.

If you can't safely cross any of the bridges to get to the island-like land mass in the map's center, swim to the other side of the river. Swimming slows you down, and you can't shoot—you're a sitting duck.

Swim across the river at points closest to your Base, such as Map Grids C6 and E7, where the enemy is less likely to spot you. When you reach the other side, wait for your comrades to cross before moving on your intended target. When multiple troops cross rivers, stagger your entry points so you make less of a target for enemy artillery and aircraft.

When the half-track arrives, it should stick around and help hold the riverbank control point. Park it alongside a building so it's less vulnerable to air attacks and enemy shelling.

The half-track is valuable for defense. Its machine gun can bring down enemy aircraft, and injured troops can heal themselves in the back. The riverbank control points have no First Aid Cabinets, so a half-track is appreciated by all, whether they're low on health or ammo.



You can't use your weapons while swimming, so quickly get to the other side of the river.

Bridge Defense



The arch in the bridge provides some cover while you place your mines on the defensive side.

won't stop enemy infantry. To do that, you need explosive charges. One explosive charge is enough, but place four charges along the bridge's length. This provides enough explosive power to neutralize any enemies, regardless of where they're positioned at detonation.

You have to detonate these explosives manually, and after the blast you have to replace them with fresh charges.

When you want to defend a bridge, but still move friendly vehicles over it, use explosive charges. They can destroy or damage any vehicle, but you decide when they go off.

When engineers aren't readily available, the next best defensive option are anti-tank soldiers. They don't do well against enemy infantry, but they're effective against vehicles.

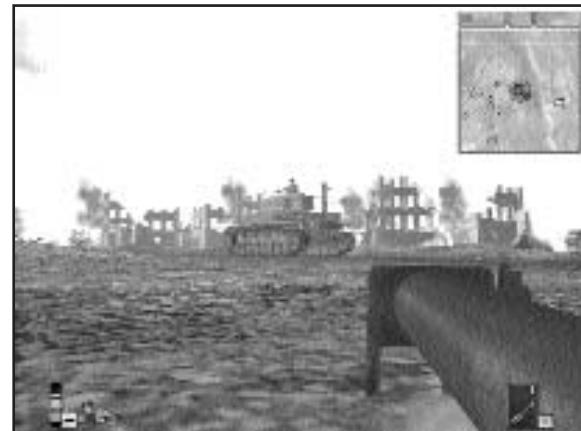
This map has no heavy tanks. It's still a good idea to go for side and rear hits—one rear hit takes out a light tank. To set up a rear attack, position yourself near the river bank alongside a bridge. Wait for an enemy tank to cross the bridge, then pop up and hit from behind.

This tactic leaves you open to enemy fire from the opposite bank. Take cover behind walls or go prone behind sandbags. A bit of patience and a lot of nerve pays off as you line up your shot and watch the enemy tank erupt in flames.

The map has three bridges, and the time will come when you need to defend one. Engineers are made for this job. First, decide if your forces need to use the bridge in the future. This determines if you use mines or explosive charges.

If you want to keep the enemy on one side of the map, opt for mines. Placing mines in a combat zone isn't easy or safe, so stay low by crouching or going prone. In some cases, speed is more important—quickly place your mines and run to cover. Space the mines evenly, four abreast, across the width of the bridge.

The mines stop all vehicles (including your own) from crossing the bridge, but it



Wait for a tank to pass, then fire at its weak rear armor. One hit is enough to take out a light tank, such as this German Panzer.

Sniper Mountain



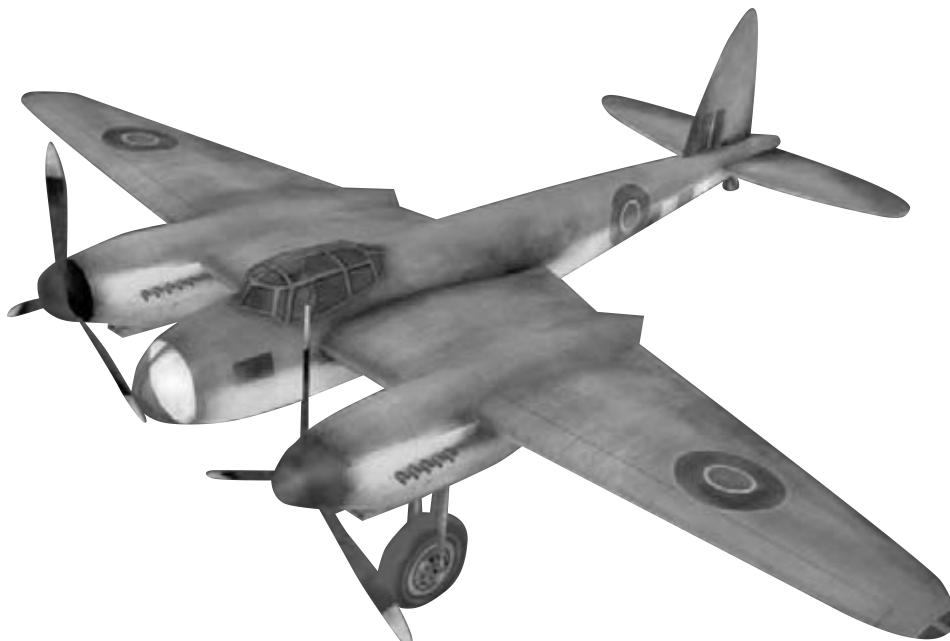
From this mountain, you can hit enemy soldiers crossing either of the bridges.

Keep the mountaintop between you and this control point, and watch the mini-map to monitor any control changes. This position is great for calling in artillery strikes.

Kharkov Hills is an amazing vantage point, but wait till you check out the view from the mountain to the south. The mountain at D6 is a near-perfect sniping position offering a distant, but clear view of each control point.

The only way to access this area is from the Kharkov Hills control point, so don't worry about getting flanked by enemy infantry. The biggest threats are enemy aircraft and snipers. Stay prone at the top of the mountain—even the faintest silhouette can compromise your position.

Stay far back from the north edge, too. If the enemy takes the Kharkov Hills control point, they can see and shoot you.



OMAHA BEACH

Historical Overview

At what is widely recognized as history's most violent beach landing, Allied forces, through sheer tenacity, prevailed over strong German fortifications on Omaha Beach.



The Americans have their work cut out for them as they land on Omaha Beach.

Description: Omaha's defenses are built atop limestone cliffs, making them hard to hit. La Pointe du Hoc is a heavily defended bunker complex that dominates the beach.

Conquest Map Type:
Assault map

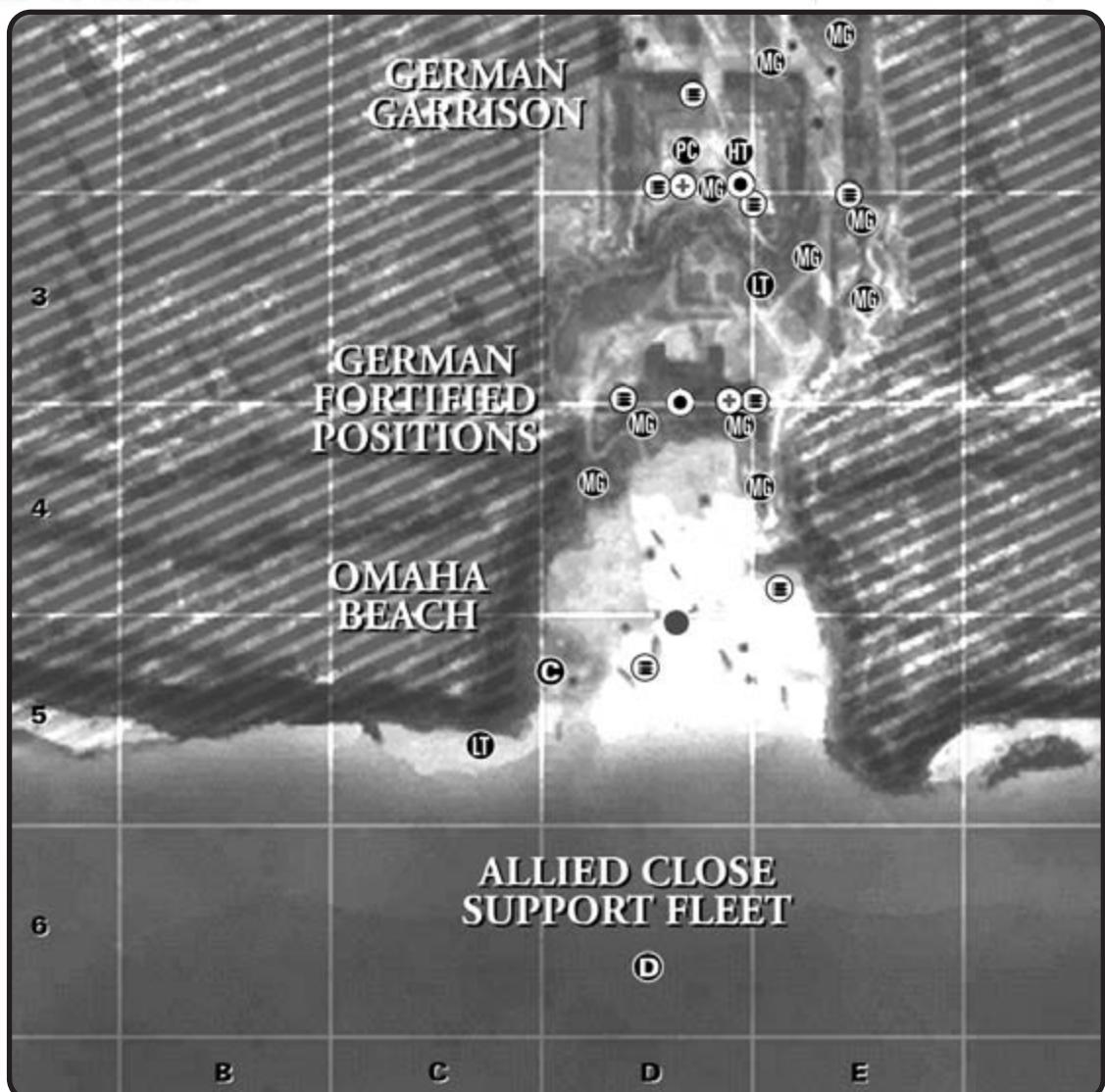
Objective: As the attacker, the Americans must control every control point on the map. The Germans win if they are successful in holding the attackers at bay.

Available Multiplayer Games: Team Death Match, Co-op, Conquest

Summary

Omaha Beach presents the American attackers with the daunting challenge of storming heavily fortified beach and coastal facilities while the German defenders sit atop the cliffs unleashing artillery and machine gun fire. To be victorious, the Americans must capture and hold all three control points.

The Germans have the advantage here. Even after the Americans capture the beach control point, they must capture the German Fortified Positions before their tickets stop evaporating. The longer the Germans hold the Americans on the beach, the greater their chance of winning the battle.



- ⑪ Heavy Tank
- ⑪ Light Tank
- ⑪ Tank Destroyer
- ⑪ Half-track
- ⑪ Car
- ⑪ Artillery
- ⑪ Fighter
- ⑪ Fighter-Bomber
- ⑪ Dive Bomber
- ⑪ Heavy Bomber

- ⑪ Destroyer
- ⑪ Aircraft Carrier
- ⑪ Battleship
- ⑪ Landing Craft
- ⑪ Submarine
- ⑪ Machinegun
- ⑪ Anti-Aircraft Gun
- ⑪ Coastal Artillery Gun
- ⑪ Anti-Tank Gun

ICONS

- Base
- Control Point
- ⊕ First Aid Cabinet/Crate
- Ammo Box
- Repair Platform/Hangar

Bases & Control Points

Allied Close Support Fleet



In many cases, this destroyer is the single assault element that keeps the Allies from facing total defeat. To be minimally effective, the destroyer depends on ground-based scouts to sight enemy targets.

From the ocean, the destroyer can only see the landing beach. Fog obscures the German Fortified Positions to the north and everything beyond. The scout is critical, and provides frequent coordinates for bombardments. Rather than target single mobile units (such as tanks), concentrate on general target areas that yield maximum damage.

One such area is the east path leading to the German Garrison. Pound this natural chokepoint to prevent German reinforcements from accessing the lower defensive positions.

The destroyer's survival is essential to an Allied victory, especially at the opening battle stages. In the rare occurrence that the destroyer is sunk before the Allies take the beach, the battle ends quickly as the Americans lose their only spawn point.

The two coastal guns at the German Garrison pose the biggest threat to the destroyer. Like the destroyer, they have no line of sight and require a scout's targeting coordinates to score a hit. German scouts can see the destroyer long before American scouts can see the coastal guns to the far north.

This puts the destroyer at a slight disadvantage. To minimize damage, move it east or west, along the cliffs. This won't move you out of striking range, but it makes it more difficult for German scouts to see you.

Be careful while moving—the shoreline is close, posing a risk of running aground. Keep a couple of engineers on board to repair damage as it occurs. Move the ship only if the enemy's guns score hits.

Location: Map Grid D6

Vehicles:

1 USN Fletcher Class
(Destroyer)

2 LCVP Higgins Boat

Defensive Features:

2 Machine Guns

Other:

1 Ammo Box

Control Point A: Omaha Beach



Littered with barbed wire, tank obstacles, and the twisted wrecks of landing craft from previous failed assault attempts, Omaha Beach isn't a place you want to stick around.

Once captured by the Americans, the control point can't be converted, so Allied forces needn't defend it. The trick to staying alive is to keep moving. Enemy machine gunners and snipers sit on the hill above, waiting for you to pause. If you have to stop, do so behind cover. The beached landing craft offer the best protection.

To get off the beach, keep moving north along either the east or west side. The east side features a gradual slope with a defensive machine gun nest. This path is the easiest to traverse, but its scarcity of cover leaves you open to enemy fire.

The west path is steeper, but offers more protection. Halfway up the crooked path is a bunker to the south. If necessary, take up positions in the bunker and fire on German troops to the north from the bunker's back door. The bunker is good place for advancing troops to converge before pushing up the hill en masse.

Vehicle spawn points on the beach are along the cliffs to the southwest, protected from enemy fire. When moving vehicles up the beach, use the east slope while advancing on the German Fortified Positions. It's more direct, and when you're driving the Sherman, you can keep the stronger front armor facing the enemy.

NOTE In single-player and multi-player Co-op games, the Americans lack a Jeep at the Omaha Beach control point.

Location: Map Grid D5

Initial Control: Neutral

Vehicles:

1 M4 Sherman

1 Willys Overland Jeep MB

Defensive Features:

None

Other:

2 Ammo Boxes

Control Point B: German Fortified Positions



This complex of concrete bunkers and maze-like trenches is the first German line of defense. The main feature is two large bunkers overlooking the beach. Each bunker houses a machine gun capable of hitting any spot of the Allied landing.

The viewport used by the machine gun can be shared with scouts and other German troops. But defenders should be careful, because these viewports attract the most gunfire from the frustrated soldiers below.

The concrete reinforced trenches that run behind the two bunkers protect infantry from shelling and bombardment. They're lousy cover when the Allies reach the top of the hill. All the Americans have to do is fire into these cramped alleyways, catching defenders at a tremendous disadvantage.

The same goes with the bunkers. Once flanked, their defensive strength is compromised. Allied troops toss grenades in through the backdoor to clear them.

When the Americans get a foothold in the positions to the east and west, the Germans are better off retreating to the south, and either defending from the building and cylindrical oil tank at the cliff's base or moving up to the German Garrison.

Location: Map Grid D3

Initial Control: German

Vehicles:

1 Light Tank (M4 Sherman or PzKfW Mk.IV Panzer)

Defensive Features:

4 Machine Guns

Other:

2 Ammo Boxes

1 First Aid Cabinet



Control Point C: German Garrison



The German Garrison is the last line of defense, and it's never easy to take. This control point sits atop another cliff, offering a clear view of the fortified positions below. The two coastal guns can hit the American destroyer, and can also tilt downward to hit the areas to the east and west of the previous control point.

By shelling these two access points, the Germans can significantly reduce the Allies' chances of advancing on the German Fortified Positions control point. After the Americans move north of these points, the coastal guns are no longer effective. But the Garrison has plenty more defenses.



This machine gun covers the road leading into town.

It takes American armor and other explosives-delivering capabilities to silence these guns. As the road levels out and enters the town, another machine gun is in the second-story window of a building to the north. This position offers a clear view of the obstacle-filled road to the south, another strong defensive point for the Germans.

The road then turns east past a machine gun nest, then south into the Garrison. Another machine gun nest covers the south access to the Garrison complex. Toward the Garrison's center, a couple of square bunkers flank the flagpole and machine gun nest.

Location: Map Grid D2**Vehicles:**

- 1 Heavy Tank (M10 Wolverine or PzKfW Mk.VI Tiger)
- 1 APC (M3 Half-Track or Hanomag Sdkfz.251)

Defensive Features:

- 6 Machine Guns
- 2 Coastal Artillery Battery

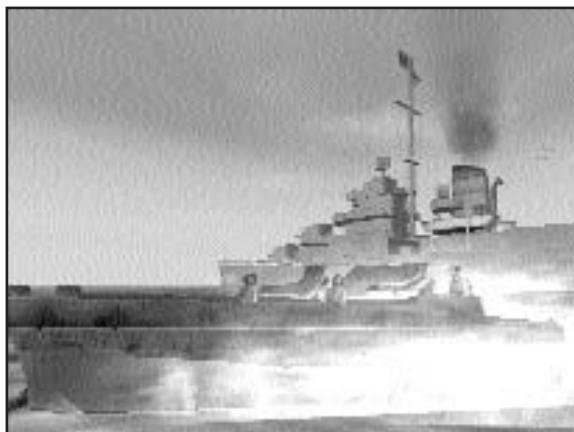
Other:

- 4 Ammo Boxes
- 1 First Aid Cabinet

NOTE

The heavy tank spawn point at the German Garrison is a light tank spawn point in single-player and multiplayer Co-op games, producing either a PzKfW Mk.IV Panzer or an M4 Sherman.

Allied Strategy



Fill your landing craft before leaving the destroyer.

need them to take out enemy snipers and the machine gunners in the bunkers. They can begin calling in coordinates for the destroyer. Next, work your way along the west side of the beach and move up the slope.

At the German Fortified Positions, take cover in the concrete trenches of the bunker complex. The action moves fast in these cramped spaces, so be ready for enemies at every corner. Clear and secure the two bunkers, using automatic weapons and grenades.

The east bunker is the more valuable, containing an Ammo Box and a First Aid Cabinet. After resupplying, move toward the flag to convert the control point. In addition to providing a new spawn point, this stops your tickets from draining away.

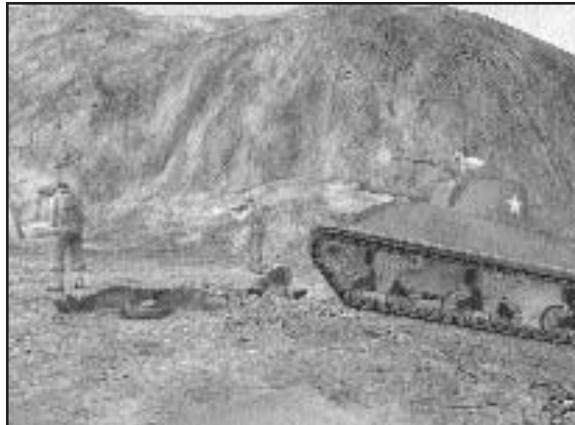
Call in artillery strikes on the two coastal guns to the north. The tanks can take these out, too.

Stand in the northwest corner of the east bunker to hold or capture the control point. That way, you secure the point without exposing yourself to enemy fire.

The first goal for the Americans is to get ashore. Use the rear spawn point on the destroyer for quick access to the LCVPs. If you are a landing craft pilot, wait until your boat is full before casting off. The destroyer has only two boats, so make the most of your space.

As you move toward shore, watch for German troops on the beach. Before the landing craft's ramp drops, decide where to go for cover. Once on the beach, go to the flagpole in the center—you don't have to get very close to capture it.

Position scouts behind and along the sides of the beached landing craft. You machine gunners in the bunkers. They can begin calling in coordinates for the destroyer. Next, work your way along the west side of the beach and move up the slope.



Armor support can help establish a foothold when flanking the German Fortified Positions.



In the final assault on the Garrison, bring some engineers along to keep your tanks at full strength.

mix of anti-tank and assault soldiers bringing up the rear. You may want to bring some engineers to help repair the tanks.

Let the Shermans concentrate on enemy machine gunners while your infantry mop up German troops. Use the buildings for cover as needed, but keep pushing forward—the quicker you move through this area, the more likely you will get to the control point in one piece.

At the Garrison, use your tanks to distract any defenders while your troops rush in and grab the control point before more German soldiers spawn. Move into the east bunker and hold this position until the control point changes hands. After you capture all control points, hunt down any German survivors to complete the Allied victory.

Axis Strategy



Use your tanks to help keep the Americans pinned on the beach.

Consolidate your forces around the German Fortified Positions before attempting the final assault on the German Garrison—you need everything you can muster. Before moving to attack, call in a bombardment on the Garrison.

If you have trouble spotting into the Garrison, use one of the coastal gun positions as a reference point and let the gunner on the destroyer walk in each shot from there. If the shots drop a few yards north of the coastal guns, they should be on target.

Fire in this general area until the ground forces move in to assault. Use the two Shermans to lead the attack with a

mix of anti-tank and assault soldiers bringing up the rear. You may want to bring some

engineers to help repair the tanks.

Let the Shermans concentrate on enemy machine gunners while your infantry mop up German troops. Use the buildings for cover as needed, but keep pushing forward—the quicker you move through this area, the more likely you will get to the control point in one piece.

At the Garrison, use your tanks to distract any defenders while your troops rush in and grab the control point before more German soldiers spawn. Move into the east bunker and hold this position until the control point changes hands. After you capture all control points, hunt down any German survivors to complete the Allied victory.

Although the Germans are defenders, they still have to respond quickly to stop the Allied attack from gaining momentum. The best way is to keep the enemy on the beach.

At the outset, use engineers to mine both the east and west access points leading to the Fortified Positions. At the least, this slows the advance. Open up with machine gun and sniper fire when the Americans come into sight. Bring your tanks forward to the sea wall to help repel the attack.

As the enemy troops get closer to taking the hill, use your coastal artillery guns to fire on the east and west ramps. While the artillery guns reload, use the tanks to shell these areas.

By concentrating your fire on these two key areas, you can prevent the Americans from flanking your Fortified Positions. Some assault soldiers on the flanks also help.



Fill the surrounding streets and buildings with infantry when defending the Garrison.

If the Americans take the Fortified Positions, fall back to the German Garrison. Line the east road leading into town with assault and anti-tank soldiers—the two bunkers make effective strongholds. Position soldiers in the buildings and ruins as well, for better concealment and protection.

It's imperative that your machine guns keep functioning, so position engineers nearby to repair them. The Tiger tank should hang back near the northwest intersection in town and take on any Allied armor—the American Shermans don't stand a chance. Use the half-track and engineers to keep the tank supplied and repaired.

Position troops at the Garrison. Allied troops may attempt to sneak through an alleyway to the east, so watch this area. Also, be ready for larger attacks from the north.

Defending is a task of outlasting the attackers' ticket count. Don't recapture the Fortified Positions unless you have an uncontested opportunity. Instead, concentrate on defending the Garrison.

Omaha Beach Tactics

Grenade!

Whether attacking or defending, grenades play a huge role in this battle. Most of the Allied movement is concentrated along narrow pathways, so a carefully tossed grenade can take out as many as four advancing American troops.

On the other side, the Americans are pinned down by German machine gun fire, offering no means of attack other than a hopeful grenade toss. A couple of well-tossed grenades can destroy a machine gun—something American soldiers would be more than happy to do.



With a few grenades, these German soldiers reduce a Sherman tank to a flaming wreck.

They're also great for clearing bunkers. Stand on one side of the rear doorway and toss one in. For anti-tank soldiers and scouts, the grenade makes a better secondary weapon than a pistol because enemy troops are clustered.

To limit your exposure to a grenade's blast, avoid moving in large groups—this is what the enemy is looking for. In the heat of battle, a desire for security leads to a pack mentality. In the eyes of the enemy, a cluster of enemy troops is a big target.

Keep at least 10 yards between yourself and the next guy. When throwing grenades, check the mini-map to make sure no friendly troops are within your intended target area.

TIP

When using grenades against tanks and other vehicles, throw it beneath your target. Grenades can bounce off tanks and other solid objects and fall near friendly troops or yourself.

Avoiding the Street of Death



Find the wooden fence behind the bunker and move around to its east side to detour around the main road into town.

risking the death penalty for desertion. If you hurry, you won't be out of bounds for more than four seconds.

From this new position along the far east side of the buildings, you can fire through narrow alleyways and continue around the outskirts of the town. You still have to move through town to take the Garrison, but avoiding this deadly street increases your chances of survival while providing your forces the opportunity to catch the defenders in an unexpected crossfire.

The road running along the east side of the Garrison is a fortified death trap for advancing American soldiers. Concentrated machine gun fire and lack of cover make this area impossible to traverse without armor support. There's another way around.

At Map Grid E3, two concrete bunkers are along the east side of the road. Clear the bunkers, move in behind the northernmost, and keep moving northeast. You come to a wooden fence running behind the buildings to the west.

Keep your left shoulder up against the fence and follow it north until you move behind one of the buildings to the west. You run out of bounds for a few seconds,

Sneaking into the Garrison



Jump over these wooden crates to gain access to the Garrison's grounds.

When you reach the bunker, rush to the northwest corner and convert the control point. While waiting, lie prone and keep your sights on the bunker's door.

This tactic works best when conducted with a small squad of four to five assault troops. A medic comes in handy, too.

The road leading into the Garrison is long, giving German forces more space and time to cut Americans down with machine guns. The west side of the main road offers a short cut into the Garrison.

After entering the town, stay against the west wall while moving north. You come to an alleyway blocked by a few wooden boxes. Jump over them to gain entry to the Garrison. Once in the Garrison courtyard, avoid attracting attention. Camouflage netting over the tank spawn point prevents any gunner in the machine gun nest from seeing you.

Make a break for the east bunker, firing on any enemies that get in your way.



BOCAGE

Historical Overview

Bocage was an all-out German counter to the Omaha invasion, but still the Allies rolled on. After two months of combat that saw the Allies take ground village by village, the fall of Caen opened the road to Paris.



A large windmill overlooks the action around the two bridges and the Sawmill.

Description: Typical Normandy countryside with hedgerows separating the fields—perfect for ambushes and snipers. A French village and a main stone bridge are the key points of this map.

Conquest Map Type: Head-on map

Objective: Maintain control of more than half the control points on the map.

Available Multiplayer

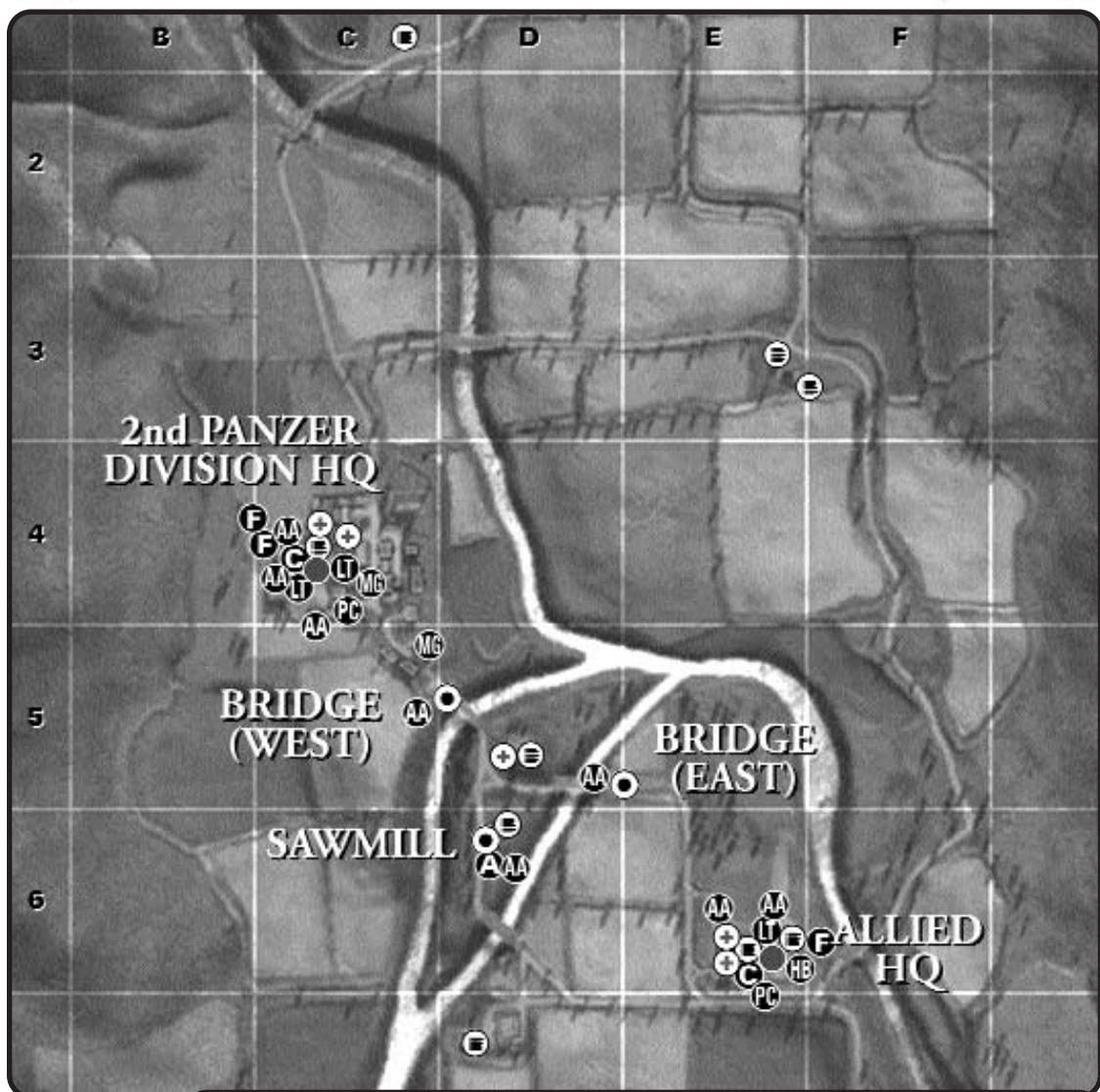
Games: Capture the Flag, Team Death Match, Co-op, Conquest

Summary

The windmill and stone bridges lend a peaceful ambience. The roar of aircraft and resonance of distant explosions quickly dispel the sentiment. The Bocage map is fairly large, but action is isolated in a relatively small area around the Sawmill.

Except for a self-propelled artillery gun, the map's center has no vehicle spawn points. Both the Americans and the Germans must drive their tanks to the front lines from their respective bases. Three bridges leading to the island-like land formation between the rivers are useful as defensive chokepoints, making artillery and air strikes particularly useful.





- Heavy Tank
- Light Tank
- Tank Destroyer
- Half-track
- Car
- Artillery
- Fighter
- Fighter-Bomber
- Dive Bomber
- Heavy Bomber

- Destroyer
- Aircraft Carrier
- Battleship
- Landing Craft
- Submarine
- Machinegun
- Anti-Aircraft Gun
- Coastal Artillery Gun
- Anti-Tank Gun

ICONS

- Base
- Control Point
- First Aid Cabinet/Crate
- Ammo Box
- Repair Platform/Hangar

Bases & Control Points

Allied HQ



The Allied HQ is southeast of all three control points. A road that runs north along the HQ's west flank is the main road the Americans should use during their attack. This road leads directly to the Eastern Bridge control point.

If followed west, the road running behind the HQ leads over another bridge and directly into the Sawmill. These two roads give the Allies direct access to two of the three control points, allowing them to establish a sizeable foothold early on.

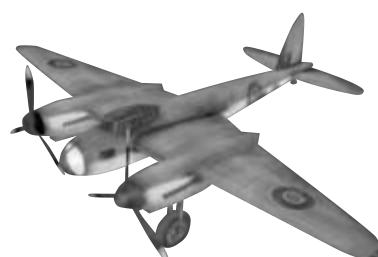
A bridge northeast of the HQ leads far north. Unless you plan to flank the German HQ, you probably won't use this bridge.

A wall of sandbags to the south protects an airstrip along the east side of the Allied HQ. That and the rather short runway make landing from this direction challenging. When landing, always approach from the north and try to touch down near the northernmost tip of the runway so you have enough runway length to slow down. Otherwise you could crash into the sandbags at the end.

Leave a couple of engineers behind to guard the base and keep the enemy from preying on your aircraft and vehicles. Engineers can man the AA guns and repair any damage inflicted by air strikes.

NOTE

In the single-player and multiplayer Co-op games, the Americans don't have access to the B-17.



2nd Panzer Division HQ



The 2nd Panzer Division HQ is next to a partly destroyed village northwest of the three control points. By using the village's main road west, the Germans can advance quickly on the Western Bridge control point. The rest of the points are accessible from this bridge.

Air attacks are a major threat to the Panzer HQ, especially from the American B-17. Fortunately, three AA guns line the east side of the airstrip. All have a clear view of the surrounding skies, but low-flying aircraft approaching from the east may be difficult to target because of some high buildings in the village.

Unlike the Allied aircraft, German planes can take off and land with ease on their lengthy airstrip. It has no obstructions at either end, making takeoffs and landings possible from north or south.

NOTE In the single-player and multiplayer Co-op games, the Germans have only one Tiger tank supplemented by two PzKfW Mk.IV Panzers.

Location: Map Grid C4

Vehicles:

- 2 PzKfW Mk.VI Tiger
- 1 Hanomag Sdkfz.251
- 1 VW Type 82 Kübelwagen
- 2 Messerschmitt Bf-109e

Defensive Features:

- 1 Machine Gun
- 3 AA Guns

Other:

- 1 German Flag (CTF)
- 1 Repair Platform
- 1 Ammo Box
- 2 First Aid Cabinets



Control Point A: Western Bridge



A stone's throw away from the 2nd Panzer Division HQ, the Western Bridge almost always is captured and held by the Germans. The north bank has a three-story barn and a sandbag-encircled AA gun, but few other defenses. The barn lies just north of the bridge and offers a clear view of the control point. The rectangular window in the second-story loft offers a view of the other side of the bridge, making this position ideal for scouts.

The third-story loft has a mounted machine gun positioned in the circular window facing south. The machine gun is a nice addition, but tends to draw a fair amount of attention. Use it only when the Western Bridge is threatened. Otherwise, snipe from this window—the machine gun actually provides some cover.

Secure the south bank to keep the AA gun operational and prevent it from coming under attack. To the south of the control point, an earthen ramp leads up from the river along the bank. Defenders should keep an eye on this area, because some attackers may try to swim across rather than use the heavily defended bridge.

Location: Map Grid C5

Initial Control: Neutral

Vehicles:

None

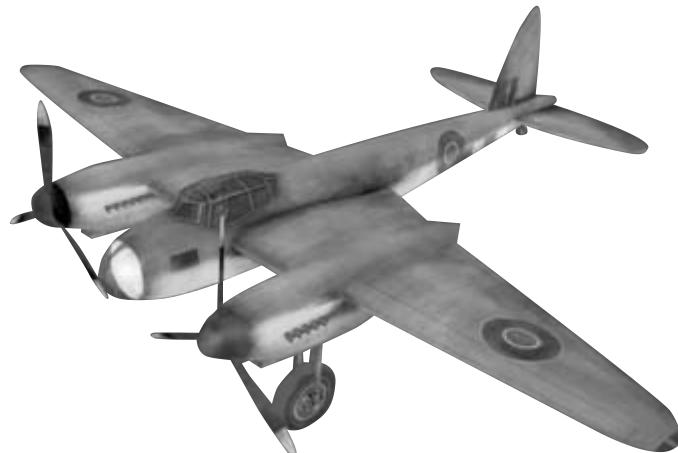
Defensive Features:

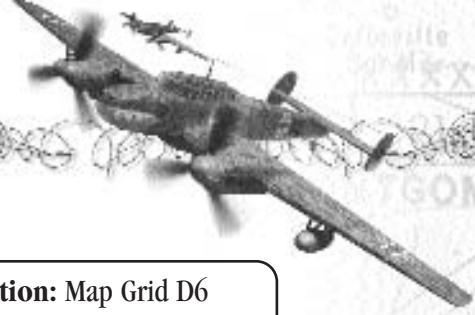
1 Machine Gun

1 AA Gun

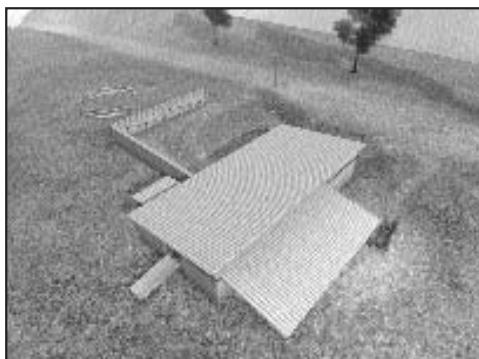
Other:

None





Control Point B: Sawmill



The Sawmill is up for grabs, and is often the deciding factor in this battle. Both sides have a fairly even chance of taking it early, but the British have a slight advantage with the bridge access point to the south. The Germans have to cross the Western Bridge and then turn south to reach it—not a difficult or particularly time-consuming task in a Kübelwagen.

The artillery unit spawn point—the only one on the map—makes the Sawmill a key location. Whoever holds this control point can bombard any of the approaching bridges.

Both the Priest and Wespe have very light armor, so keep them back from the action. Once you capture the Sawmill, move the artillery back near your base for better protection and concealment.

Defenders must rely on the Sawmill for cover and concealment. Along the south side is an L-shaped wooden fence that encloses the south and east sides of the control point. This fence has advantages and disadvantages. It blocks bullets from the south and east, but it also blocks defenders' view of incoming attacks.

The interior of the Sawmill offers fairly limited views to the north and east. Concentrate your defenses in the enclosed courtyard south of the Sawmill, which has a clear view and is close to the control point. Be ready to take on enemy troops at close range as they move into view, and watch for grenades lobbed over the wooden fence.

Medics make the best defenders at this point. Their ability to heal themselves and others is extremely valuable, because the closest First Aid Cabinet is inside the windmill to the north. Engineers can also be helpful, using the Sawmill as a forward repair base for damaged tanks and other vehicles.

Location: Map Grid D6

Initial Control: Neutral

Vehicles:

1 Artillery (M7 Priest or SdKfz.124 Wespe)

Defensive Features:

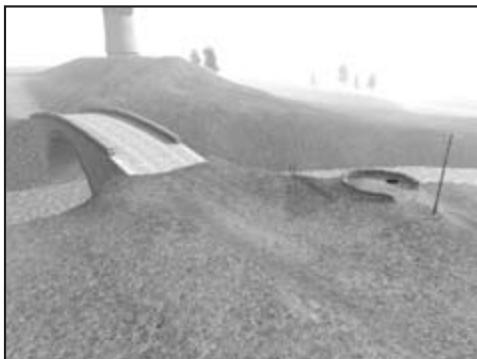
1 AA Guns

Other:

3 Ammo Boxes

1 First Aid Cabinet (in the windmill)

Control Point C: Eastern Bridge



What the Western Bridge is to the Germans, the Eastern Bridge is to the Americans. The close proximity to Allied HQ makes this an easy capture for the Americans. But the east bank of this bridge offers very little protection or defensive options.

Americans won't want to concentrate their defenses here. Instead they should attempt to take the high ground near the windmill. Otherwise, the Germans take the hill and simply fire down at the Americans clustered around this open control point.

The windmill's upper balcony also poses a threat to this control point. Keep an eye out for enemy snipers perched up there.

A half-track can bolster the defenses around this control point. Park it behind the hill where the AA gun is positioned. Its machine gun can help protect troops from air attacks, and its medical and ammo supplies boost the combat amenities at this logically challenged control point.

The AA gun is positioned to cover the bridge in addition to taking on enemy aircraft. Use it to engage enemy infantry or vehicles attempting to cross, but don't fire too low, or you could damage the gun as a cloud of flak explodes in your face.

Allied Strategy

The Americans must capture the Eastern Bridge and Sawmill while preventing the Germans from crossing the Western Bridge. First, send a Jeep with a scout and a medic down the road to the west to capture the Sawmill.

Location: Map Grid E6

Initial Control: Neutral

Vehicles:

None

Defensive Features:

1 AA Guns

Other:

None



Use a Jeep to grab the Sawmill quickly.

When it's in your control, use the scout's binoculars to spot a point near the base of the Western Bridge along the road next to the AA gun. Use the medic to move the M7 Priest behind the Sawmill so it can't be hit by incoming German tanks, then zero in on the spotting coordinates and start shelling.

While the medic's busy shelling, move the scout into the nearby AA gun to give the Priest some air protection and greatly reduce the Germans' chances of crossing the bridge.

Move the bulk of your forces to the Eastern Bridge, cross immediately with your tanks, and set up an armored defensive line within sight of the Western Bridge. Move infantry up onto the hill near the windmill, so they can engage incoming enemy troops.

Send some engineers to mine the south slope of the Western Bridge for added protection from enemy armor. Engineers are also essential for repairing your tanks. Bring freshly spawned armor from the Allied HQ to replace destroyed tanks.

The area near the windmill has no air defenses, so keep the turret-mounted machine guns pointed skyward. The AA gun at the Eastern Bridge can also ward off enemy planes.



Create a defensive line to prevent the Germans from crossing the Western Bridge.

P-51 Mustangs help maintain air superiority over this region. Put your best pilots at the controls, because they need to help shoot down the German Messerschmitts. Strafe and bomb the German airstrips frequently to keep the enemy on the ground. The B-17 is particularly effective at level-bombing the German HQ, but watch out for flak—three AA guns line the airstrip.

Finally, use your air power to keep an eye on enemy movements. Flanking maneuvers along the bridge northeast of the Allied HQ are unlikely but possible. Contain the German forces to the north side of the Western Bridge, which keeps them from capturing two control points. Their tickets drain away, and you're assured an Allied victory.



Axis Strategy



The Western Bridge serves as a key control point for the Germans.

The Americans have a slight advantage in airpower, but the Germans more than make up for it on the ground with their two Tiger tanks. Keep these tanks at the front lines, with their ultra-thick armor always facing the enemy. Assign an engineer to each tank to conduct repairs as needed. Eventually you need a half-track from the HQ to resupply the tanks with ammo.

Keep the Tigers safe from air attack while they pound on incoming troops and armor. The AA guns at the Sawmill and Western Bridge provide adequate cover, but you want some Messerschmitts in the air to prevent the Allied Mustangs and B-17 from scoring critical hits on your tanks and other positions.

If you hold your line at the two bridges, you should have no problem securing a victory for the Germans.

The German strategy, like that of the Americans, focuses on the Sawmill. To start, load a Kübelwagen with a couple of soldiers and send them off to capture the Sawmill. This time, use the Wespe to cover the Eastern Bridge. Meanwhile, move the rest of your forces over the Western Bridge and toward the windmill.

Establish defenses covering both the Western Bridge and the bridge to the south next to the Sawmill. Use engineers to mine these bridges while your tanks, artillery, and aircraft hold the Americans back.



Use the Wespe to fire on advancing troops at the Eastern Bridge.

Bocage Tactics

Tiger Pit



From here, you can surprise anything that comes over the Eastern Bridge.

ammo, it should be able to hold the Western Bridge by itself from this position. Its only vulnerability is air attack, but that's the case anywhere on this battlefield.

The Windmill

The windmill, as a dominating map feature of the map, would seem to have some significance in the battle, and to a degree it does. It houses on its bottom floor the only First Aid Cabinet outside of the HQs.

Inside the windmill, an impressive spiral staircase ascends to the upper floor. Up there, you find two Ammo Boxes and a balcony that faces east. Move out onto the balcony and turn right, and you can see the Eastern Bridge. This isn't an ideal sniping spot, because it leaves you open to enemy fire from below. If you must snipe from this spot, lie prone.

Another potential sniping spot is a small square window halfway up the spiral staircase. From here you can see the Eastern Bridge. It's more secure, because the opening is much smaller and is harder to see from the ground. But the rotating windmill blades block your view periodically.



From the windmill's balcony, you can view the Eastern Bridge.

Hedgerow Ambush



Watch for potential ambushes while moving along the sunken roads.

Bocage features some sunken roads that can put armor at a quick disadvantage. Sloped mounds of earth flank both sides of the roads, creating shallow valleys through which vehicles drive. Infantry can hide on the outside of these mounds and pop up to fire on vehicles as they pass.

This is particularly effective against tanks. Anti-tank soldiers lie prone, waiting for an enemy tank to pass, then pop up from behind to score a rear hit. If that doesn't destroy the tank, lie flat again, reload and try again.

Tossing grenades into these sunken roads is also effective, but watch out for enemy infantry approaching as you lie in wait.

The Lone Sniper

The Bocage landscape is relatively flat, providing great visibility in nearly all directions. Your scouts find this environment quite agreeable for sniping. Most action is in the center of the map, but use the outer peripheries to set up your long-range shots. Travel alone, preferably on foot. This attracts less attention and helps you stay concealed.

Circle the battlefield to find several great sniping locations. A spot just north of the river at Map Grid E5 provides a good view of both bridges and the windmill. From the second-story floor of the cottage at D7 you can see the south bridge and the Sawmill—there's even some ammo in the nearby barn.

A spot along the west bank of the river at C5 offers a view of all the control points. Avoid predictable spots like the windmill and church tower; your enemies are suspicious of those sites. Finding a lone sniper on miles of rolling plains is much harder than spotting one in a building.



This cottage at Map Grid D7 provides a distant view of the Sawmill.

A Bridge Too Far?

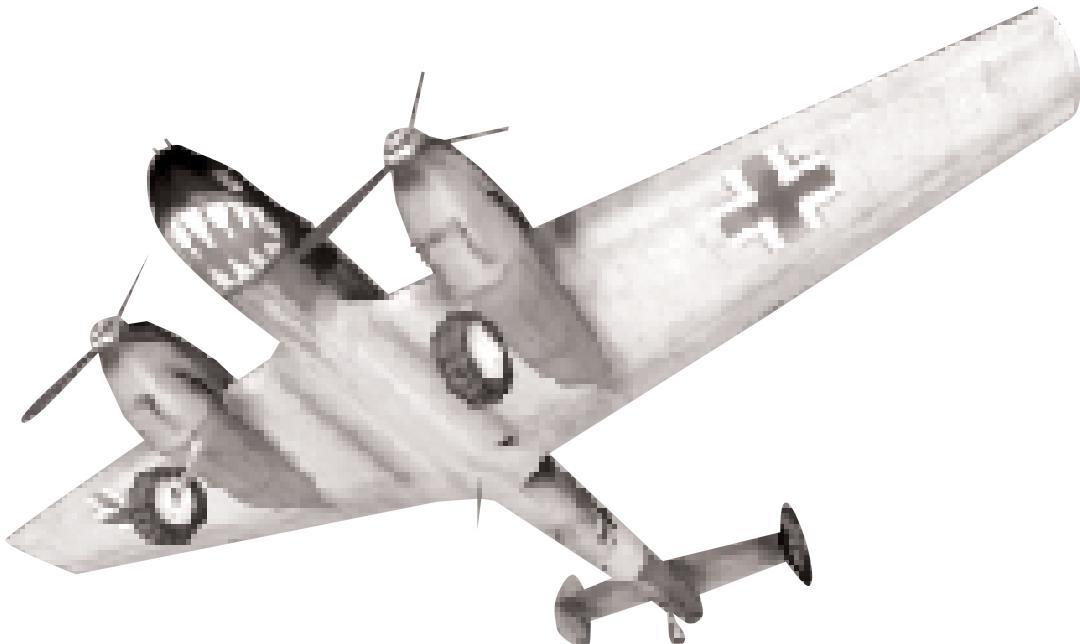


Let the enemy keep a spawn point near the action, and you actually make your job easier.

It's possible to capture and hold each control point, but it's not necessary. You only need to hold two to make the enemy's ticket count decrease. Whether you plan as the Americans or Germans, let your opponent hold the bridge closest to their HQ.

This keeps freshly spawned enemy soldiers near the front lines and away from the vehicle spawn points back at their HQ. Many players (including the AI bots) like to spawn as close to the action as possible, paying little attention to their team's need for vehicles at the front lines.

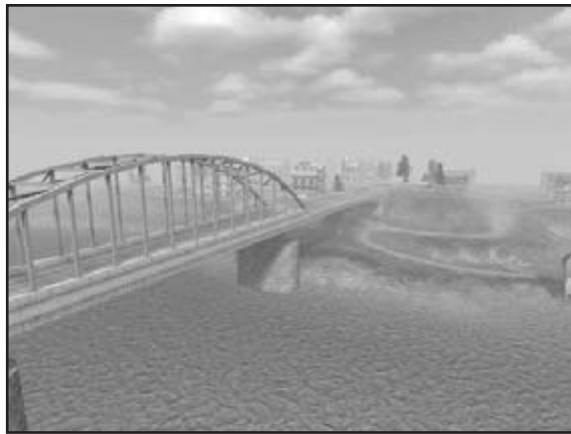
Leaving the bridge spawn points open makes your job easier. You face fewer and fewer vehicles as the battle goes on.



OPERATION MARKET-GARDEN

Historical Overview

In September 1944, the Allies dropped 30,000 paratroopers behind enemy lines in Holland in an effort to establish a bridgehead solid enough to usher a ground offensive into Germany and encircle the main army.



The bridge over the Rhine at Arnhem was the main objective of Operation Market-Garden.

Description: This map includes forests, a city, and a river crossed by two bridges.

Conquest Map Type: Head-on map

Objective: Maintain control of more than half the control points on the map.

Available Multiplayer Games: Co-op, Conquest

Summary

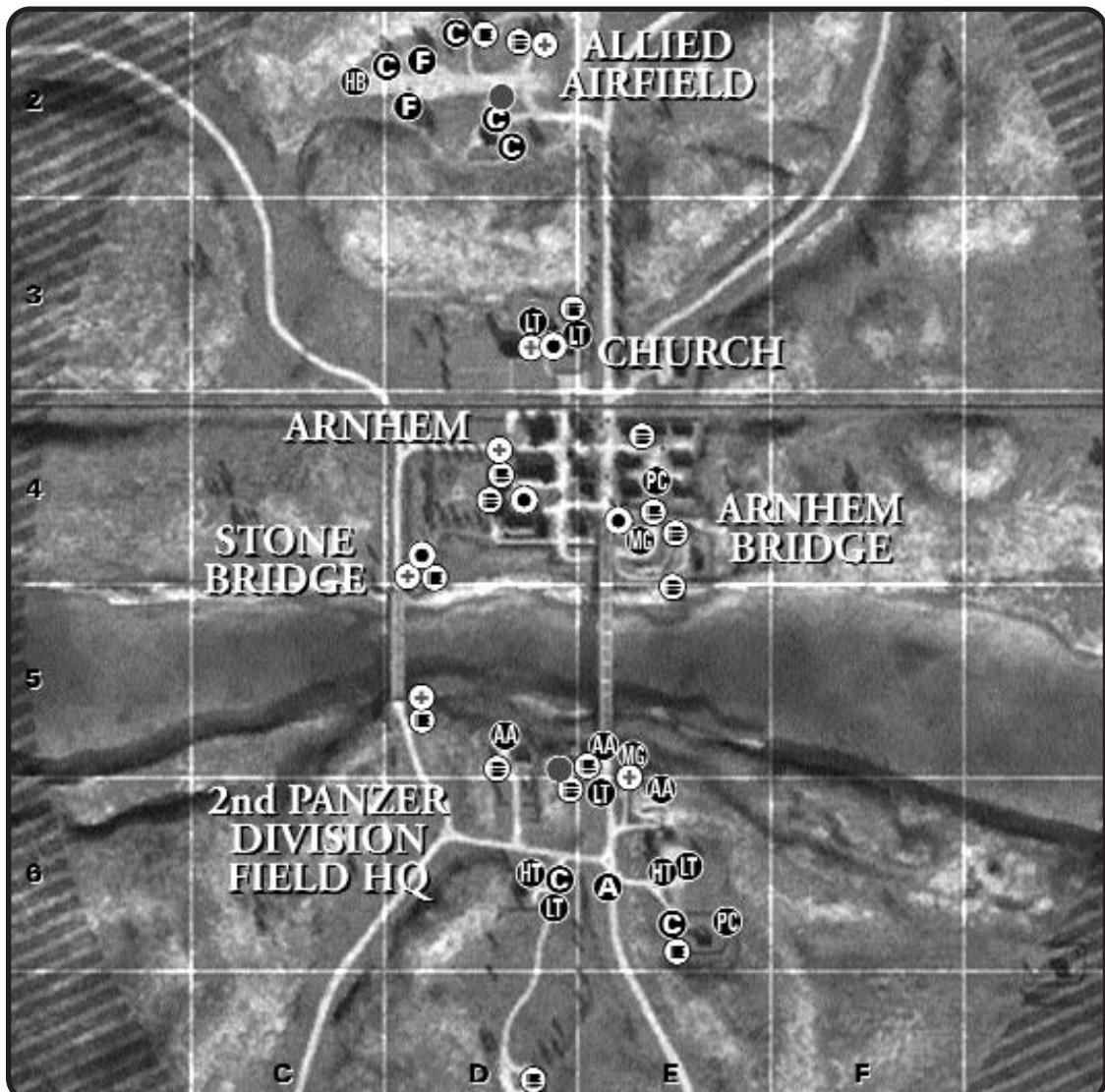
Unlike most other battles, opposing forces in Operation Market-Garden have different types of weaponry. The United States focuses primarily on air power; the German side has no aircraft at all but plenty of armor.

A river crossed by two bridges bisects the map. All four control points are on the north side of the river, between the opposing armies. The Americans can spawn relatively close to most of the control points, but the Germans must cross the river to get to them. Victory requires grabbing three of the four control points and holding them.

Other features include the town of Arnhem, where soldiers can hide in multistory buildings, bunkers at the ends of the bridges, and sunken or raised roads.

A feature unique to this map is the U.S. airdrop spawn point northwest of the city. Instead of spawning on the ground, U.S. troops spawn in the air with parachutes deployed. This spawn point cannot be captured and is a cool way to enter battle.

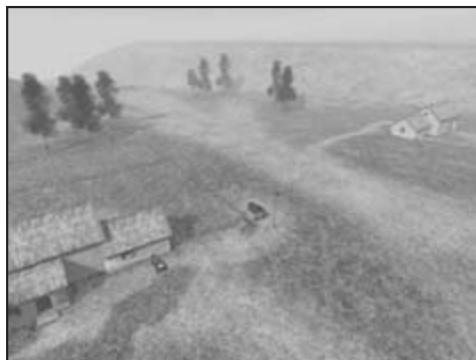
OPERATION MARKET-GARDEN -201-



		ICONS	
	<i>Heavy Tank</i>		<i>Destroyer</i>
	<i>Light Tank</i>		<i>Aircraft Carrier</i>
	<i>Tank Destroyer</i>		<i>Battleship</i>
	<i>Half-track</i>		<i>Landing Craft</i>
	<i>Car</i>		<i>Submarine</i>
	<i>Artillery</i>		<i>Machinegun</i>
	<i>Fighter</i>		<i>Anti-Aircraft Gun</i>
	<i>Fighter-Bomber</i>		<i>Coastal Artillery Gun</i>
	<i>Dive Bomber</i>		<i>Anti-Tank Gun</i>
	<i>Heavy Bomber</i>		<i>Base</i>
			<i>Control Point</i>
			<i>First Aid Cabinet/Crate</i>
			<i>Ammo Box</i>
			<i>Repair Platform/Hangar</i>

Bases & Control Points

Allied Airfield



The Allied Airfield is north of Arnhem. Its two fighters and one heavy bomber represent the entirety of U.S. fire-power at the outset of the game. As a base, it cannot be captured. But considering it's the only source of aircraft in the game, it's a good idea to keep at least one or two soldiers behind to prevent plane theft after the Germans get across the river.

A large hill line separates the Airfield from Arnhem. Roads to the east and west lead south to the bridges. In addition to the Airfield, U.S. troops can spawn south of the hills and to the northwest of the city.

As noted earlier, this is an airdrop spawn point and soldiers parachute to the ground. They are very exposed and cannot fire back effectively, so avoid using this spawn point if the enemy is in the area. Nothing is more frustrating than floating to earth amid gunfire aimed at you. You've nowhere to hide, and it's hard to hit a target on the ground while you are swinging from a parachute.

NOTE During single-player games, two M7 Priests substitute for the B-17 at the Airfield. The Co-op game also has the artillery, but deletes one of the P-51s as well as the B-17.

Location: Map Grid D2

Vehicles:

- 4 Willys Overland Jeep MB
- 2 P-51 Mustang
- 1 B-17 Flying Fortress

Defensive Features:

- None

Other:

- 2 Ammo Boxes
- 1 First Aid Cabinet

2nd Panzer Division Field Headquarters



The German base covers pretty much everything south of the river. It consists of two bunkers, one at each of the bridges, and a lot of AA guns. The Germans have no aircraft, but they have lots of armor, which is the bulk of the Axis firepower. Tanks and artillery are spread out south of the Arnhem Bridge.

There are no control points south of the river, so the Germans needn't defend their Field Headquarters. The best defense is a good offense aimed at the Americans across the river. The main German worry is U.S. air power, but with four AA guns along the river and another near the motor pool, you can shoot down anything that flies.

If you have to choose, select the AA guns by the river. This is especially important during multiplayer games when the Americans have the B-17 bomber, which can rain destruction on your parked tanks and vehicles. Keep at least two soldiers on the south side of the river to man the AA guns and keep the skies clear.

Location: Map Grid D5

Vehicles:

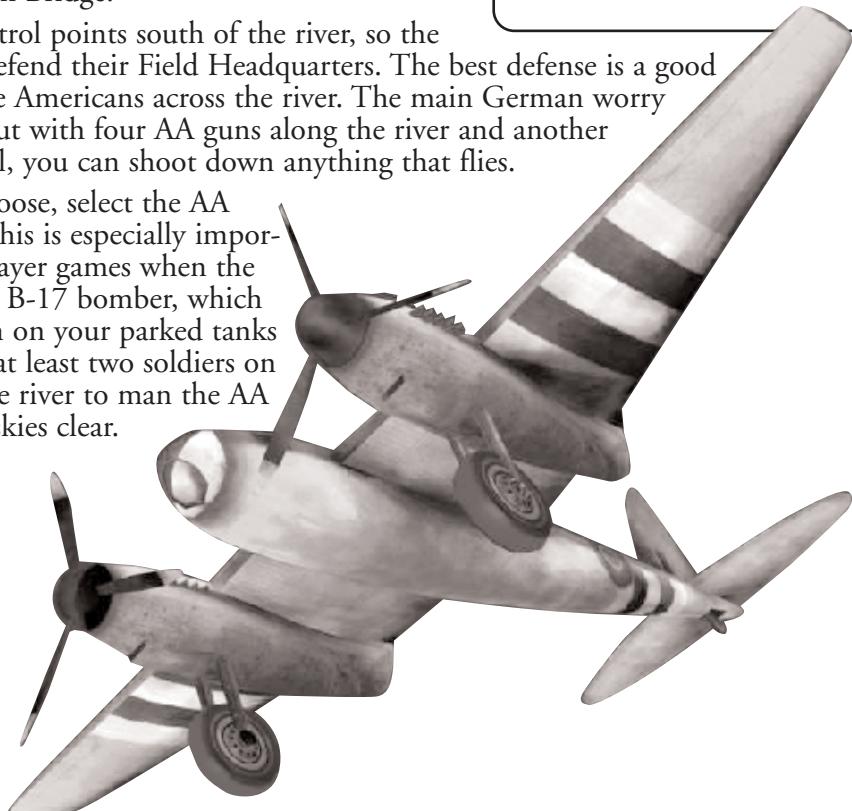
- 2 PzKfW Mk.VI Tiger
- 2 PzKfW Mk.IV Panzer
- 1 SdKfz.124 Wespe
- 1 Hanomag Sdkfz.251
- 2 VW Type 82 Kübelwagen

Defensive Features:

- 5 AA Guns
- 1 Machine Gun

Other:

- 5 Ammo Boxes
- 2 First Aid Cabinets



Control Point A: Church



The Church is south of the Allied Airfield, and the flag is in the courtyard. This is an important control point for the Americans, because it offers their only access to tanks.

A nice feature is the Church itself. A First Aid Cabinet is inside at the rear, and stairs lead up to the bell tower. From here, a scout can fire at targets near the three more southerly control points and call in artillery strikes.

The tower also helps in defense. A scout on the hill to the north can usually prevent enemies on foot from taking control if they sneak in close to the Church, where defenders in the tower cannot see them. If the Germans take control of the Church, they have to watch out for U.S. paratroopers from the spawn point to the west. American paratroopers can land right next to the Church and retake it in seconds.

Control Point B: Arnhem



The town of Arnhem is an important control point to hold. The flag is in the center, surrounded by buildings on three sides. Some buildings to the south can be entered, and their upper levels offer great firing positions.

Location: Map Grid D3

Initial Control: Neutral

Vehicles:

2 Light Tanks (M4 Sherman or PzKfW Mk.IV Panzer)

Defensive Features:

None

Other:

1 Ammo Box

1 First Aid Cabinet

Location: Map Grid D4

Initial Control: Neutral

Vehicles:

None

Defensive Features:

None

Other:

2 Ammo Boxes

1 First Aid Cabinet

To take control, troops must stay in the open around the flag. Once you capture it, defend this point from inside the buildings where you can fire down on enemy soldiers contesting your control.

Soldiers also can hide behind crates in alleys between some of the buildings. The town can be a tough nut to take away from a dug-in enemy. Americans are better off taking the other control points. But the Germans need the town of Arnhem because the Church is difficult for them to hold.

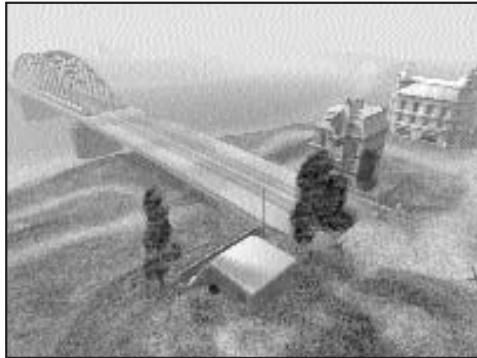
Control of the town is also somewhat tied to control of the Arnhem Bridge, because its bunker allows soldiers to fire into the center of the town. The most obvious route to this control point is from the east, especially with tanks. But infantry sneaking up from the south, west, or even north are more effective.

Some enemies may try to defend the point with a tank near the flag. But by using the crates and buildings for cover, an anti-tank soldier can get really close and take a couple of flanking shots. As a general rule, keep all vehicles out of town. That's just begging for an ambush.

TIP

A couple of buildings on the east side of town have great views of the Arnhem Bridge. Position scouts in these upper-story windows or balconies to cover the Bridge, or call in artillery.

Control Point C: Arnhem Bridge



The Arnhem Bridge control point is vital to victory, and is the first point each side should seek to control. If the Americans hold it, they substantially hinder German efforts to cross the river using the larger of two bridges.

Under German control, the point allows soldiers to spawn on the north side of the river and provides a safe route for tanks and other vehicles coming from the south side.

The bunker here has viewpoints looking south across the Bridge and west into the town. The south also has a machine gun, with which a soldier can cover the Bridge and prevent infantry from crossing.

The doorway is on the east side of the bunker, near an Ammo Box and First Aid Cabinet. A half-track spawns northeast of the bunker. For the Germans, this half-track is well positioned for a quick raid on the Church or even the Allied Airfield.

Location: Map Grid E4

Initial Control: Neutral

Vehicles:

1 APC (M3 Half-Track or Hanomag Sdkfz.251)

Defensive Features:

1 Machine Gun

Other:

4 Ammo Boxes

1 First Aid Cabinet

An interesting point about the Arnhem Bridge is that you do not have to be near the bunker to take control of the Bridge or to contest control. You can hide down the embankment to the west of the road that leads to the Bridge. Putting a soldier here is a great way to begin an assault on the bunker.

While you contest the control point, the enemy cannot spawn reinforcements at the bunker. Use long-range fire from town to neutralize resistance before assaulting the bunker and taking control for your side.

Control Point D: Stone Bridge



Location: Map Grid D4

Initial Control: Neutral

Vehicles:

None

Defensive Features:

None

Other:

1 Ammo Box

1 First Aid Cabinet

Depending on the game, the Stone Bridge can be the loneliest control point or one of the most heavily contested. The other control points are close together, but the Stone Bridge is out west on its own. For the Germans, it represents an alternate route to the north side. For the Americans, it's another chokepoint to keep the enemy south of the river and away from the control points.

The only structure is a bunker that faces another bunker on the opposite shore. All approaches to the Stone Bridge are in the open. The only real cover is provided by ridges lining both sides of a sunken road north of the bunker. The rest is flat, grassy terrain.

The bunker is a great position for defending across the river, but you have to use your own weapons because it has no machine gun. None of the views face north, so German defenders have to use the ridges and terrain around the bunker for cover.

The bunker is on a rise, so soldiers lying prone present a difficult target to enemies below while still maintaining the advantage of being able to shoot down at approaching attackers.

Americans can grab this control point early and hold it by placing mines and explosive charges on the Bridge. An engineer and an assault soldier usually can hold the Bridge against all but a heavy German assault.

The Germans also should try to grab this point early, because it's easier to defend than to capture from across the Bridge. If the Germans have taken the Arnhem Bridge and the town, assault the Stone Bridge from the east to avoid the chokepoint it presents.

Allied Strategy



In addition to beginning at the Airfield, U.S. troops can parachute into battle.

power to begin with, so send Jeeps with engineers and assault soldiers to each. The assault soldiers can take care of enemies in Kübelwagens while the engineers lay down a row of mines in anticipation of enemy tanks.

If time allows, drop explosive charges ahead of the mines before retiring to the bunker. Use the explosive charges to take out enemy foot soldiers because the mines don't affect them. If your soldiers hurry—and spawn near a Jeep at the Airfield—they can get to the Bridge in 30 seconds.

That's half the time it would take a parachuting soldier from the other spawn point to land and then run for the bridges. Use the paratroopers instead to man the tanks that spawn at the Church. Then bring them forward to help deal with the German armored assault.

If the Americans can take both Bridge control points, hold and keep the enemy from getting past them, the Germans cannot reach the other two control points. Send someone to take control of Arnhem to keep the German tickets counting down.

The enemy can break through at either Bridge with a coordinated assault and concentrated forces, however, so be ready to react. Your airpower gives you the flexibility to attack where needed on a moment's notice. Pilots must watch the map and be ready to head to control points under challenge.

This battle is fast-paced from the outset. U.S. forces should be moving within seconds. Use the Jeeps at the Airfield to get troops to both bridges as quickly as possible, and airdrop a few other soldiers onto the Church to capture it.

Send the tanks that spawn there forward to help defend the bridges. Finally, send the flying artillery to harass and take out any enemies trying to cross the bridges. The B-17 can be extremely powerful, laying a line of bombs along the Arnhem Bridge and taking out everything on it.

The Bridge control points are vital right at the start. You don't have a lot of fire-



Once you have control of the Arnhem Bridge, bring up a tank and position it by the bunker. The sandbags help cover your hull, and the tank ammo automatically reloads.

To avoid friendly-fire casualties, ground soldiers must take a few seconds to tell the pilots where the enemy is. Because all the AA guns are on the south side of the river, planes can operate with impunity on the north side. They are vulnerable to the machine guns on the light tanks and half-tracks, but a sniper in the Church tower can help prevent the enemy from manning those guns.

If you must leave a control point in German hands, let them have the town of Arnhem. If you hold the other three control points, you prevent the enemy from expanding. If you cover the bridges, you'll also prevent the Germans from bringing over tanks as reinforcements. In town, you need only worry about infantry. A B-17 pass over Arnhem sets back any impending German assault and wipes out any soldiers foolish enough to leave cover.

Axis Strategy

The Germans, like the Americans, must go for the bridges right from the start, but for them the key is the Arnhem Bridge. Don't divide your force and hit each Bridge piece-meal, but focus on the big one. It is close to your tank and vehicle spawn points and allows you to access two control points quickly.

At the outset of the battle, load assault soldiers into Kübelwagens and race across the Bridge. You get there just seconds after the fastest U.S. troops in Jeeps, and before they can place mines. Move into the bunker and capture the control point to clear the way for the rest of your force.

All four tanks should be right behind the Kübelwagens. By the time the tanks cross the Bridge, the Americans are just getting control of a couple of Shermans at the Church. With your armor, secure the town of Arnhem and then overpower the U.S. tanks.

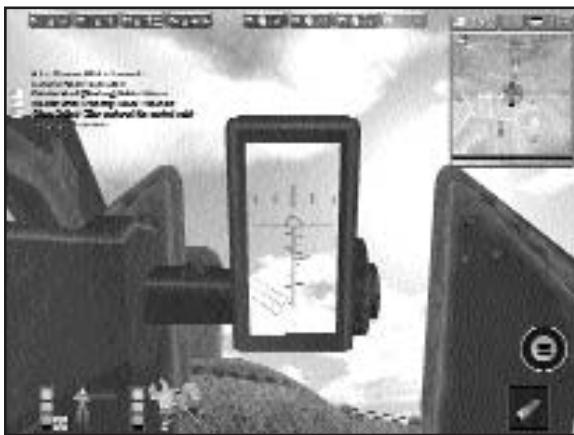
Man the AA guns on the riverbank while the armor is racing across the Bridge, so you can shoot at any Allied aircraft trying to attack your forces.



From the bunker by the Arnhem Bridge, German infantry fire into the town of Arnhem to support the tanks as they clear out this control point.

After the main Bridge and town are under your control, decide on your next objective. The Stone Bridge is easier to hold and not too difficult to capture once you have a foothold on the north side of the river. Assault it from the east; you should take it without too many casualties.

When you have these three control points, U.S. tickets begin decreasing. But the Church spawns tanks as long as the Americans hold it. If you control this point, you deny the Americans their only source of armor.



Use the AA guns on the south riverbank to shoot down the Allied planes as they attack your forces on the Arnhem Bridge and near your base.

Taking control could be bloody and difficult, but there's an alternative. You have a Wespe under your command. On the north side of the river, your AA guns protect it. If you bring it across the Bridge, however, you can shell the Church area.

Put a scout in one of the buildings in Arnhem to spot for the Wespe, allowing it to fire at the spawn points near the Church and take out the tanks when they appear. Use your tanks to mow down any Americans who try to parachute into battle. They land in the open—a shooting gallery for your machine guns.

Market-Garden Tactics

The Jeep Race

For both sides, the initial imperative is getting to the Arnhem Bridge control point, taking control, and then holding it until reinforcements arrive. The quickest way to the control point is by Jeep or Kübelwagen.

Both sides rush in opposite directions down the same road, setting up what amounts to a game of chicken. When you get near the control point, let the passenger out. The driver keeps heading for the enemy vehicle. At the last second, jump out and let your vehicle continue on into the enemy vehicle.

This collision usually destroys both vehicles and, hopefully, the enemy occupants as well. If it doesn't, hit the dirt and start shooting. The Americans usually attempt to cover both bridges at the start, so the Germans have the advantage of being able to dispatch both Kübelwagens full of infantry to the Arnhem Bridge control point.

If, however, the Americans take control of the machine gun in the bunker, it dishes out damage to the Kübelwagens and any infantry on foot.



Both sides must load Jeeps or Kübelwagens and drive as quickly as they can to the Arnhem Bridge control point.

Mining the Bridges



The Americans can block a Bridge to enemy tanks and vehicles by laying four mines across the road.

The United States must keep as much German armor as possible from crossing the bridges. Land mines are especially effective at the Stone Bridge, because U.S. troops almost always get there with time to spare before German vehicles start crossing.

Spread the mines across the Bridge closest to the control point and drop some explosive charges. Then head for the Ammo Box by the bunker entrance and load up on some more. Be sure that the engineer who places the mines stays alive. When an engineer dies, his mines disappear in a short while.

If you can get some mines across the Arnhem Bridge, do so. Run out and drop the mines as fast as possible while the bunker machine gun covers you. Then get back inside and wait for the German tanks.

If you have a chance, rearm and lay more mines to the west of the bunker. This helps stop tanks that get through the gaps, and the engineer has more cover in this area. The Americans have no need to cross the bridges, so the mines pose no threat to friendly armor.

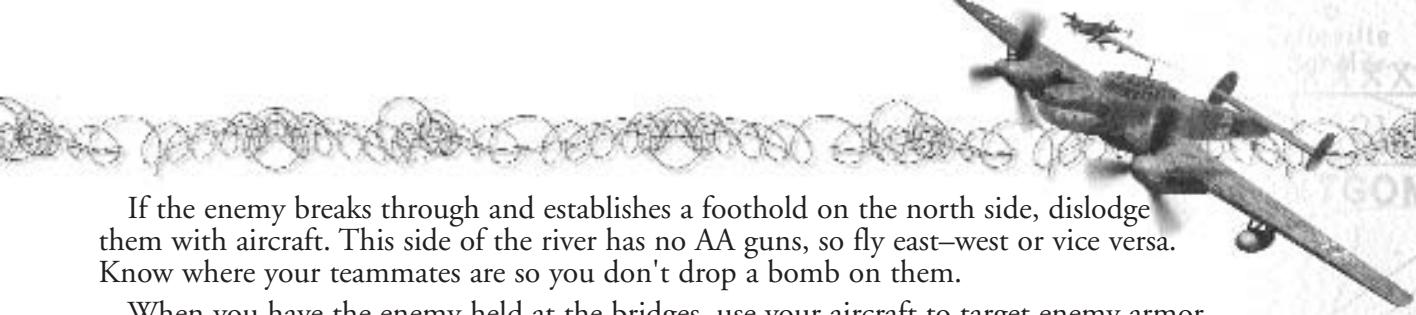
The Allied Air Force

Unlike any other battle in the game, only one side has air power in this battle. The German counterbalance is superiority in armor. The two bridges serve as great kill zones for the aircraft—especially the B-17, which can carpet-bomb the length of the bridges.

The bridges are hard to see until you are almost on top of them. Use the map and the roads to line up your approaches. You make level bombing runs, so drop earlier than you might think necessary to hit your targets. Stay at full throttle—you have to fly past AA guns on the south side of the river.



The B-17 can lay a line of bombs down the center of the Bridge, taking out anything trying to cross.



If the enemy breaks through and establishes a foothold on the north side, dislodge them with aircraft. This side of the river has no AA guns, so fly east-west or vice versa. Know where your teammates are so you don't drop a bomb on them.

When you have the enemy held at the bridges, use your aircraft to target enemy armor on the south side. Take out the AA guns with the P-51s, then carpet-bomb generously with the B-17.

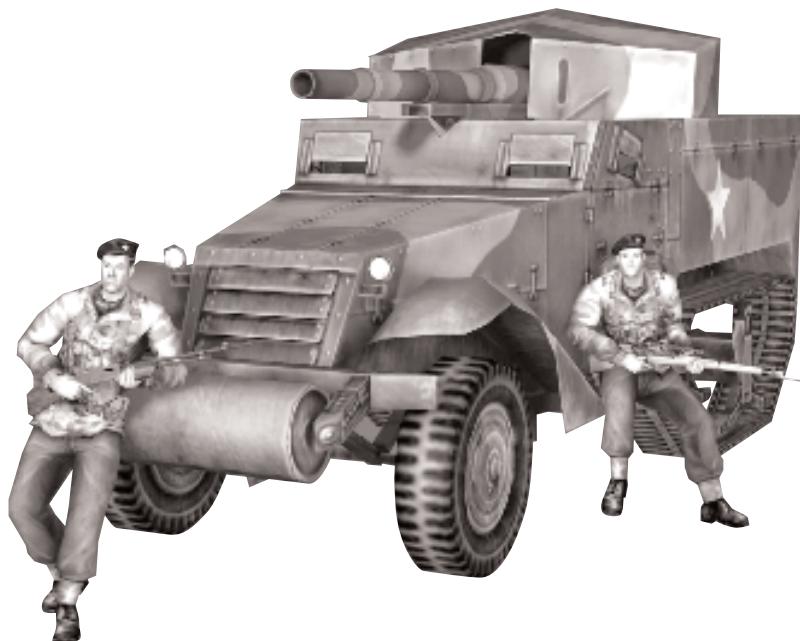
If the Germans want air power, they have to steal it. Send a Kübelwagen with a couple of soldiers up the west road that crosses the Stone Bridge and take it north to the Airfield. Wait for a P-51 to spawn, then grab it before the enemy can.

For repairs by an engineer, fly it to the south side of the river and land on the road. To rearm, just fly low over the Airfield. The Airfield is usually not guarded very well, and a fighter gives you something to use against the B-17.

U.S. Artillery

In the single-player and Co-op games, U.S. forces get a couple of M7 Priests instead of a B-17. These can be even more effective if used correctly. Use scouts to spot for this artillery from upstairs windows or balconies in and around Arnhem.

Use the bridges as chokepoints and call in strikes while the enemy moves across. You can have only one spotter at a time, so keep one Priest to fire on the Arnhem Bridge and bring the other to fire on the Stone Bridge using open sights. A friendly soldier can help you place your rounds so they are right on the middle of the Bridge. When you see an enemy, open fire.



BATTLE OF THE BULGE

Historical Overview

The Germans, buying time as their scientists raced to build the "ultimate weapon", launched their last offensive on the strength of Tiger tanks. The assault ended mere kilometers from their target.



The town of St. Vith sees considerable action as the Americans attempt to stop the German assault.

aggressive armor assault by the Germans. Because it is an assault map, the Americans hold all the control points at the beginning but have no true base to work from.

The American Fuel Supply Depot to the south is the closest thing the Americans have to a base. It can be captured, however, unlike the German Armored Column's motor pool to the north.

The Germans have an endless supply of tanks, and the Americans must valiantly defend their positions to maintain their vehicle spawn points. As each control point is captured, the Germans gets stronger and the Americans get weaker.

Americans can make a formidable stand at two key bridges to the north and south. Holding the three control points on the east side of the river keeps the Americans in the game and provides strong defensive positions. If the Germans break through these chokepoints, the chances of an American victory are reduced significantly.

Description: This European map features a destroyed village held by the Allies, and numerous patches of forested hills.

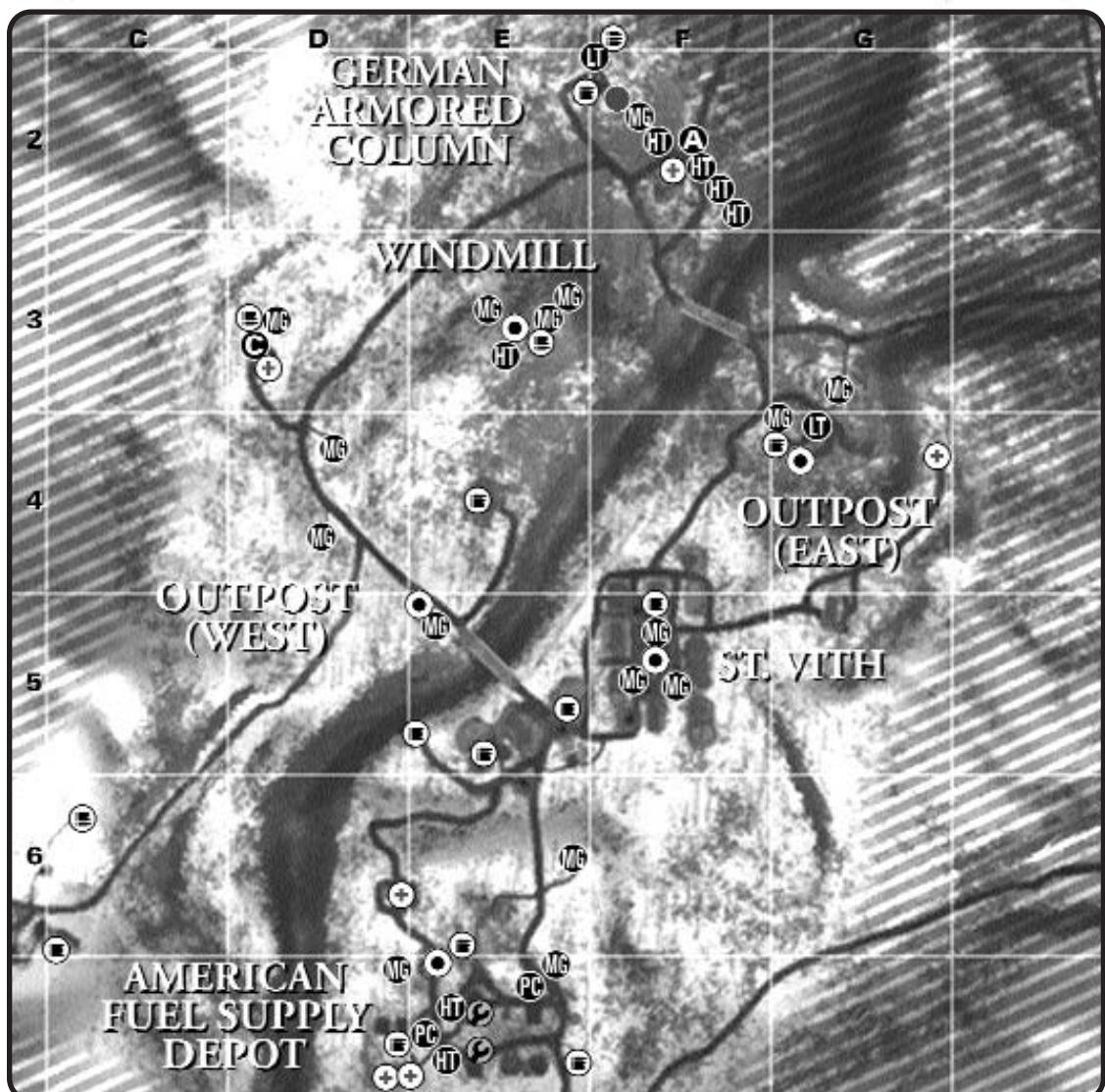
Conquest Map Type:
Assault map

Objective: As the attacker, the Germans must control every control point on the map. The Americans win if they hold the attackers at bay.

Available Multiplayer Games: Co-op, Conquest

Summary

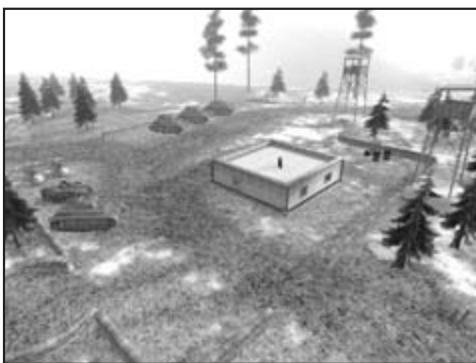
This snow-enveloped landscape is the site of intense armor and infantry battles as the Americans attempt to hold back an



HT Heavy Tank	D Destroyer	ICONS
LT Light Tank	AC Aircraft Carrier	● Base
TD Tank Destroyer	B Battleship	○ Control Point
H Half-track	LC Landing Craft	□ First Aid Cabinet/Crate
C Car	S Submarine	○ Box (Ammo Box)
A Artillery	MG Machinegun	○ Circle with + (Repair Platform/Hangar)
F Fighter	AA Anti-Aircraft Gun	
FB Fighter-Bomber	CA Coastal Artillery Gun	
DB Dive Bomber	AT Anti-Tank Gun	
HB Heavy Bomber		

Bases & Control Points

German Armored Column



Location: Map Grid F2

Vehicles:

- 1 PzKfW Mk.VI Tiger
- 4 PzKfW Mk.IV Panzers
- 1 SdKfz.124 Wespe

Defensive Features:

- 1 Machine Gun

Other:

- 2 Ammo Boxes
- 1 First Aid Cabinet



This German staging point has two distinct areas, each enclosed with a low sandbag wall. The west area features a couple of bunkers, a guard tower, and a defensive machine gun mounted in front of the flag. This area also contains two Ammo Boxes and the spawn point for the Tiger tank.

The rest of the vehicles spawn at the fortified area to the east. There are two guard towers and one bunker containing the First Aid Cabinet. The Panzers are lined up closely, and vulnerable to sabotage and artillery strikes.

Although the Americans can't capture this point, the concentration of valuable tanks makes it a tempting target. You won't have to worry about air raids, but watch for small squads of Americans attempting to infiltrate.

If they steal a few tanks, it can greatly influence the outcome of the battle. Position a couple of defenders in the bunkers to watch over these vehicle spawn points.

Control Point A: Windmill



Located almost directly south of the German starting position, the Windmill is likely to come under attack first. The steep hill that it sits on isn't easy to take or simple to defend.

On the north face, a switchback road leads to the top, but the preferred access point for vehicles is along the more gradually sloped east side, next to the river. A combined force of armor and infantry moving along this side may face less resistance from the Windmill's defenders, but are vulnerable to attacks from across the river near the Eastern Outpost.

At the top of the hill, infantry may need to enter the Windmill to clear it of defenders. Once the Windmill is taken, a scout can use its balcony to snipe American defenders at the Outpost to the south.



The steep north face of the hill features a switchback trail that leads to the top.

Location: Map Grid E3

Initial Control: American

Vehicles:

1 Light Tank (M4 Sherman or PzKfW Mk.IV Panzer)

Defensive Features:

3 Machine Guns

Other:

1 Ammo Box

Because the Windmill has only one Sherman tank available for defense, the Americans should hole up inside the Windmill until the German armor gets close. Otherwise, the Germans can shell away from a distance.

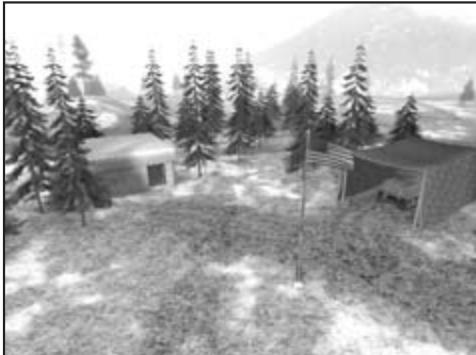
Machine guns along the north side can repel an attack by infantry, but their accompanying tanks easily silence any of these guns. Instead, focus your defense at the very top of the hill around the base of the Windmill. Use engineers to place mines and explosive charges around potential access points, then place anti-tank and assault soldiers at the top of the hill.

Meanwhile, move the Sherman tank back a safe distance to the southwest so it can engage the enemy tanks as they come over the hill. The engagement probably won't last very long, but it may distract the German tanks while your anti-tank soldiers score critical hits at close range.

Toss grenades down the hill toward the attackers—if you position yourself next to the Ammo Box, you never run out. As the action gets closer, take cover in the Windmill, but not on the ground level—a grenade tossed in through the doorway almost always proves fatal. Instead, move up the spiral staircase and make the attackers come after you.

Toss grenades down the steps to halt pursuers. Overall, the Windmill is a dispensable control point; but the longer the Americans can hold on to it, the greater their chances of delaying the German assault.

Control Point B: American Outpost (East)



Nestled behind a thicket of pine trees, the East Outpost bunker is too far back to be useful in defending the northwest bridge. Holding this bridge—one of two key

choke-points—is

a must for the American defenders. Should it fall into German hands, St. Vith (to the southwest) is open to attacks from two directions.

Holding the heavy tank spawn point is also critical, because it's the only one on the map accessible to the Americans. You also want to keep the Germans from spawning a Tiger tank close to St. Vith.



This sandbag-mounted machine gun is perfect for picking off infantry moving over the bridge.

Location: Map Grid G4

Initial Control: American

Vehicles:

1 Heavy Tank (M10 Wolverine or PzKfW Mk.VI Tiger)

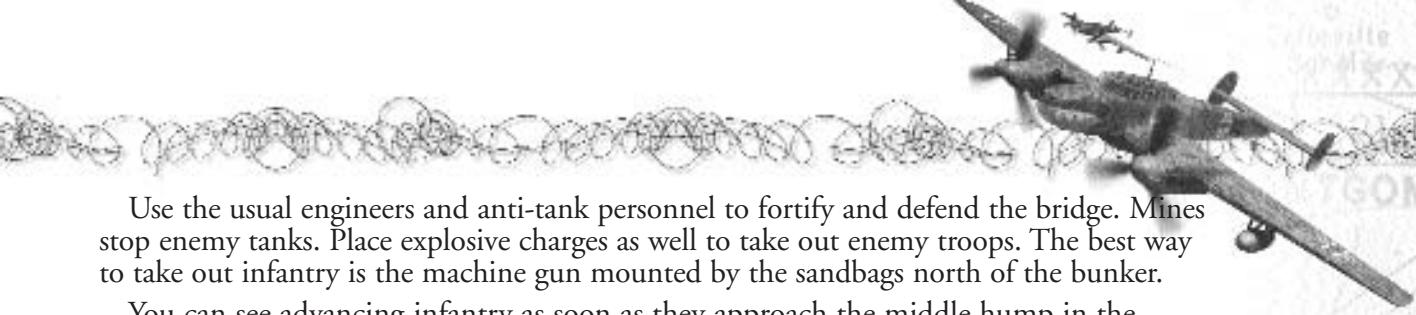
Defensive Features:

2 Machine Guns

Other:

1 Ammo Box

1 First Aid Cabinet (in bunker to the east)



Use the usual engineers and anti-tank personnel to fortify and defend the bridge. Mines stop enemy tanks. Place explosive charges as well to take out enemy troops. The best way to take out infantry is the machine gun mounted by the sandbags north of the bunker.

You can see advancing infantry as soon as they approach the middle hump in the bridge. Trees to the left and the slight hill to your right protect you from enemy fire coming from the opposite bank, making this an ideal defensive position—at least till German tanks show up.

The bunker's machine gun provides a limited view of the bridge, but can mop up enemies that make it across. For added protection, place scouts in the bunker on the ridge to the east. This bunker provides a clear view of the Outpost below and also contains the only First Aid Cabinet in the area.

Even if the Outpost is taken, defend this ridgeline. The road leading from the bunker moves southwest into St. Vith along the town's most vulnerable side.

Control Point C: American Outpost (West)



This bare-bones Outpost defends the south bridge leading into St. Vith. It only has an east-facing machine gun, so this control point needs support from infantry and armor to withstand German assault.

Bring a few tanks and the half-track from the American Fuel Supply Depot to this point and hide them among the trees near the bunker. The half-track provides ammo and medical supplies, and an extra machine gun never hurts.

North of the bunker is a bombed-out building. Position anti-tank troops here to surprise enemy tanks heading down the hill. A handy Ammo Box is next to the white wooden shed. The two mounted machine guns to the northwest can be used for defense, but their openness draws enemy sniper fire.

Location: Map Grid E5

Initial Control: American

Vehicles:

None

Defensive Features:

1 Machine Gun

Other:

None



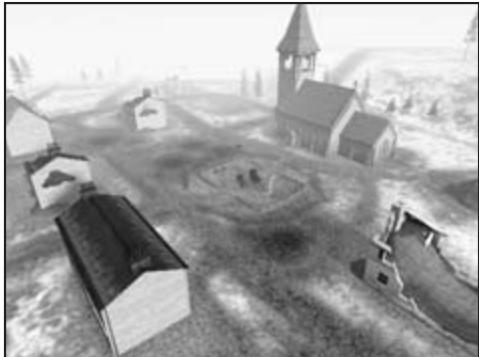
This east-facing machine gun in the bunker probably won't do the American defenders much good, but the Germans can use it to fire on enemy troops on the bridge or in the town on the other side.

Assuming the Germans take the Windmill first, expect attacks to come from the north. As soon as enemy armor approaches, open up with your tanks. Positioned properly behind the trees, they're hard to see and hit. Keep them repaired using engineers and well supplied with ammo from the half-track.

Engineers must monitor the combat situation closely. If the German tanks get closer, lay mines on the bridge. Like the Windmill, this control point is somewhat dispensable, but the bridge must not fall into German hands.

The bridge can also be defended from the St. Vith side, but defending the Western Outpost is easier because its spawn points are closer.

Control Point D: St. Vith



Partly surrounded by a stone wall to the north and west, St. Vith is an impressive defensive stronghold. Most of the buildings in town have seen better days, but a stone church in the center of the town remains intact. Its bell tower provides a clear view of the immediate area and beyond.

The control point is just west of the church, protected by three machine guns and a sandbag wall. Each machine gun covers a critical point of access, and all are effective at long range.

Location: Map Grid F5

Initial Control: American

Vehicles:

None

Defensive Features:

3 Machine Guns

Other:

4 Ammo Boxes



This window, halfway up the bell tower's steps, provides a nice (and concealed) view of the north approach.

Of three main approaches to the town, the most obvious is the nearby bridge to the west. If the Americans at the Western Outpost can't hold back the German offensive, defenders in St. Vith must hold the bridge. This can be done with mines, explosive charges, and plenty of anti-tank soldiers.

To the north, a main road leads from the Eastern Outpost. If this control point falls, expect attacks from this direction. This access point can be mined, and is relatively easily defended because the road passes through a narrow gap in the stone wall. Position anti-tank and assault soldiers along the south side of this wall and wait for enemy tanks and infantry to pass through before opening fire.

Competent opponents won't use this approach. Instead, they hit the town from the hill to the east, where they can fire down into the town. This is the town's most vulnerable side. This path is accessible to enemy troops moving along the ridgeline from the Eastern Outpost.

Hide some troops among the sandbags and the destroyed building on top of this ridge-line. This may prevent them from getting close enough to pose a serious threat.

Fortunately, the enemy can't see the control point from this ridge—the church blocks it from view. This helps you keep spawning troops safe from attempts to shell the control point from the East.

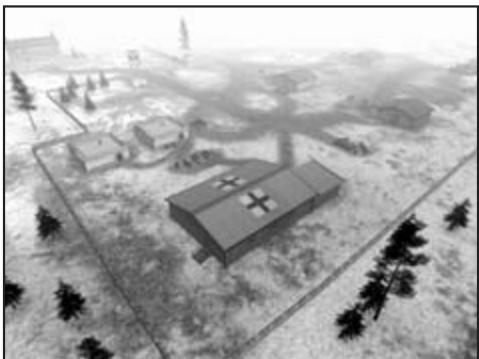
TIP

The stone building with the waterwheel, to the south of the bridge and along the east bank of the river, houses an Ammo Box and provides a clear view of the Western Outpost. Place scouts here to snipe enemy troops attempting to cross the bridge.

Germans must take one of the two bridges to attack St. Vith. The best defense is to block both bridges with mines and stock nearby bunkers with reinforcements. If your forces get pushed back from the Eastern Outpost, stage an immediate counterattack to retake the north bridge.

Troops at St. Vith can hold the south bridge, but if an opportunity arises, retake the Western Outpost. This keeps the Germans from spawning close to the bridge and gives you a defensive buffer zone.

Control Point E: American Fuel Supply Depot



Positioned south, this Supply Depot provides the bulk of the American vehicle spawn points, making it a valuable control point for both sides. Unlike most control points, this one produces American equipment even if it falls into German hands.

The Depot sits on a slight hill overlooking the south bridge. The elevation gives defenders an advantage.



This bunker and defensive features behind it make the north side a tough nut to crack.

The north side has two access points; the south has one. An accessible two-story house surrounded by a stone wall obstructs the northwest road leading up to the Depot. The house has a First Aid Cabinet and an accessible upper floor—a nice place for defenders to hole up in the event of an attack from the north.

The northeast approach offers a straighter shot into the Depot. Along the east side of the road, a concrete bunker with a machine gun covers the north approach. This machine gun can engage enemy targets as far away as the south bridge. Behind the bunker to the south are piles of logs behind which you can position infantry and tanks. They can hit anything that comes up the road.

Covering both north access points are a couple of guard towers, each with a mounted machine gun. Between the two roads is a small walled-in cemetery with access points north and south. The guard towers can cover this area well, but you may want to mine the front and rear gates to prevent enemy tanks from breaking through. Properly defended, the north side of the depot can be a tough nut to crack.

Location: Map Grid E7

Initial Control: American

Vehicles:

2 M4 Shermans

1 M7 Priest

2 M3 Half-Tracks

Defensive Features:

3 Machine Guns

Other:

3 Repair Platforms

4 Ammo Boxes

3 First Aid Cabinets

TIP

Three Repair Platforms on the Depot grounds are great for repairing vehicles, but the control point's distance makes driving here specifically for repairs a bit counter-productive. Instead, use them as defensive platforms for tanks and other vehicles if the base comes under attack. Remember Gazala?

The south side is a different story. Only one bunker covers this path, and it doesn't have a machine gun. Your vehicles probably won't use this south road, so keep it mined. An attack from the rear can be hard to detect and defend against.

Allied Strategy



Anti-tank soldiers play a big part in defending the bridges.

As mentioned earlier, American victory relies on holding the two bridges at all costs. First you must delay the Germans' capture of their first control point. The longer you hold on to all your control points, the more tickets the Germans lose.

Start by spawning the bulk of your forces at the Windmill and Eastern Outpost. Meanwhile, spawn several troops back at the Supply Depot, so they can drive vehicles to the front lines. The Windmill is most likely to come under direct attack at the outset, which actually works in your favor and allows extra time to secure the north bridge.

If the Germans face stiff resistance at the Windmill, they're less likely to move on until they take that control point. Keep the Germans stalled at the Windmill.

TIP

Although the bridges are key points, look out for infantry swimming across the river. All it takes is one enemy soldier to convert an undefended control point. Unorthodox crossings can occur just about anywhere along the riverbanks, so man your control points at all times.

By this time you should have both bridges secured with mines, anti-tank personnel, and tanks. Keep your bridge-defending units on the east bank. In most cases, the Germans must move halfway across the bridge before they spot you.

At the Eastern Outpost, use the M7 Priest (from the Supply Depot) to fire on the German Armored Column across the river to the northwest. Keep the Priest back, and use a spotter to relay targeting coordinates. Shelling the Germans' tank spawn points hinders their assault.

When attacks commence at the bridges, respond with plenty of tank and machine gun fire. As the Eastern and Western Outposts come under attack, supply them with vehicles from the Supply Depot and infantry from the St. Vith spawn point.

If the Germans push their way across both bridges, don't try too hard to defend St. Vith. With enemy tanks advancing in all directions, it's a lost cause. Delay the Germans here as long as possible, then fall back and dig in at the Supply Depot. The Germans are probably low on tickets if they've come this far. Cross your fingers and keep firing. All you have to do to pull off a victory is hold out.

TIP

The key to an American victory is knowing how, when, and where to respond. If a control point is being attacked by armor, spawn as an anti-tank soldier. If enemy tanks threaten a bridge, spawn as an engineer and mine it. Use the map to get an overall picture of the battle's progress and respond accordingly.

Axis Strategy



The Germans must rush the north bridge quickly, before the Americans can lay mines and other traps.

In town, split your attacking force, sending a few light tanks in toward the church to take the control point while the Tiger tank continues south toward the Supply Depot. Instead of hitting the Supply Depot head-on from the north, use the weaker southern access point.

Travel along the east slope of the Depot until you see a dirt road at Map Grid F7. Follow it in. Keep moving during this assault, and keep an eye peeled for enemy troops. Move your tanks onto the Repair Platforms and assault defenders from there. After the area is clear, move toward the flag to capture the control point.

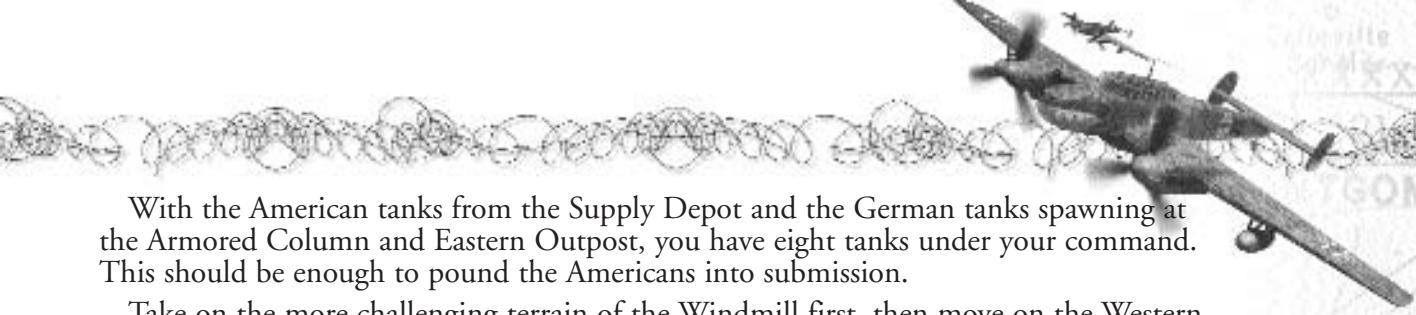
When the Supply Depot is in German hands, squeeze the American defenders from the north and south. All three control points on the east bank should be under German control, leaving just the Windmill and Western Outpost.

The Germans have five tanks at their disposal, so the keys to their attack strategy are strength and speed. Instead of hitting the control points in the expected order, use the tanks to rush south and capture the American Fuel Supply Depot. Then you can swarm the remaining control points with tons of armor.

The first priority is to get a foothold on the east side of the river. At the outset, roll all five tanks over the north bridge and assault the Eastern Outpost before the Americans can set up adequate defenses. Leave one tank behind to capture the control point while the rest charge up the east ridge on their way to St. Vith.

TIP

Have engineers drive tanks during the massive armor advance. They can stop and repair the tanks as needed.



With the American tanks from the Supply Depot and the German tanks spawning at the Armored Column and Eastern Outpost, you have eight tanks under your command. This should be enough to pound the Americans into submission.

Take on the more challenging terrain of the Windmill first, then move on the Western Outpost from all directions and shell this last American spawn point. When the area is clear, rush in to capture it and secure victory.

Bulge Tactics

Wolverine Bridge Defense

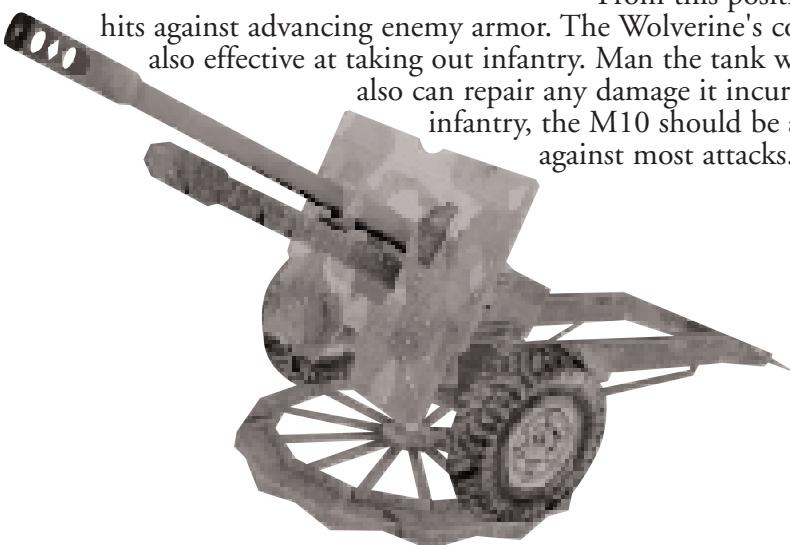


This position provides a clear view of the bridge yet conceals the M10 behind some trees.

For the Americans, securing the north bridge quickly is essential to hold back the onslaught of German armor. Engineers and anti-tank troops have some success defending the bridge, but the M10 Wolverine is the most effective.

From its camouflaged spawn point near the Eastern Outpost control point, move the M10 north so it has a good view of the bridge. The perfect position is just to the northeast, behind a few pine trees. This keeps your tank hidden from enemy troops and armor on the opposing bank while providing a good flanking view of the bridge.

From this position, you can score side hits against advancing enemy armor. The Wolverine's coaxial machine gun is also effective at taking out infantry. Man the tank with an engineer who also can repair any damage it incurs. With some support infantry, the M10 should be able to hold this bridge against most attacks.



The Sawmill



The Jeep at the Sawmill is the only one on the map.

an extremely valuable asset. Scouts calling in artillery strikes find the Jeep useful, and it zooms through the defenses of an enemy-held control point.

A sawmill is at Map Grid D3, just west of the Windmill. It appears to be an abandoned defensive position, complete with a First Aid Cabinet, Ammo Box, sandbag enclosure, and a mounted machine gun. American anti-tank troops from the Western Outpost can take up position here to surprise German armor heading down the adjacent road.

The machine gun can also be used against infantry moving along the west slope of the Windmill hill. In addition to being useful for defending the west road, the sawmill holds the map's only Jeep spawn point. A Jeep on a map this size is

Artillery Operations

This map has no aircraft, so neither the German nor the American self-propelled artillery units have to worry about air attack. They can pound away with impunity at distant targets. Both the Priest and the Wespe are lightly armored and should never be part of a frontline engagement. Keep them back from the action and use scouts to call in targeting coordinates.

Both sides have bountiful applications for artillery. Germans may find the Wespe useful for hammering the Windmill's surroundings before advancing. At Map Grid C6 is a spot that can be used to shell the American Fuel Supply Depot from across the river.

For their part, the Americans can use the Priest at the bridge chokepoints. Park the gun next to an Ammo Box if possible, so it never runs out of shells. This is important for the Germans because they don't start with half-tracks that can be used to rearm artillery.



With proper targeting coordinates, the American M7 Priest can hit many targets from the relative safety of the Supply Depot.

Machine Guns



Using machine guns at long range reduces the chances of effective retaliation.

At intermediate to long range, these guns are a huge asset to American defensive efforts. The gun at Map Grid G3 is great for covering the north bridge while the bunker-mounted gun at E6 covers the south bridge.

St. Vith has a trio of guns. The north gun provides a great view of the gap in the stone wall to the north, making infantry advances through this point nearly impossible. The other two guns can cover other gaps in the wall and mow down infantry that advance across the south bridge.

If you approach a gun and can't seem to operate it, chances are some sort of explosive force has destroyed it. Engineers can repair damaged guns, and destroyed guns respawn after awhile, like vehicles.

Grand Theft Armor

Hijacking an enemy tank may not seem safe, but getting a few extra tanks can really make a difference for the Americans. The German Armored Column at Map Grid F2 provides a wide variety of makes and models, but getting in without drawing attention can be tough.

The best approach is to spawn at the Windmill and move along the far west hillside overlooking the tank spawn points. From this direction, the Tiger tank is the closest and definitely the best choice.

In most cases, you have to wait for the current Tiger to be destroyed and respawn. Be patient and watch the activity from a distance. Don't give away your position by firing on enemy troops.

When the tank appears, rush over to it and hop in. Drive it to a safe spot and have engineers conduct any repairs. A Tiger tank holding the east bank of the south bridge can really bolster your defenses. Keep it healthy.



If you're an engineer, place some explosive charges on the tanks you leave behind and detonate them before taking off. They eventually respawn, but by then you're long gone.

TIP

If the German Armored Column base isn't defended, use the Jeep from the sawmill to drive in and grab your tank of choice. Destroy the Jeep before leaving so it respawns at the sawmill, making additional raids possible.



BERLIN

Historical Overview

By 1945, about a quarter of Berlin had been destroyed by air raids. The Allies already occupied other parts of Germany, and the Russians were knocking on the door. The city's days were numbered.



The Soviets must move quickly and decisively to secure Berlin.

Description: Even though it has been heavily bombed, Berlin offers its inhabitants strong protection. Broad avenues make tanks a constant threat to infantry.

Conquest Map Type:
Assault map

Objective: As the attacker, the Soviets must hold every control point. The Germans win if they hold the attackers at bay.

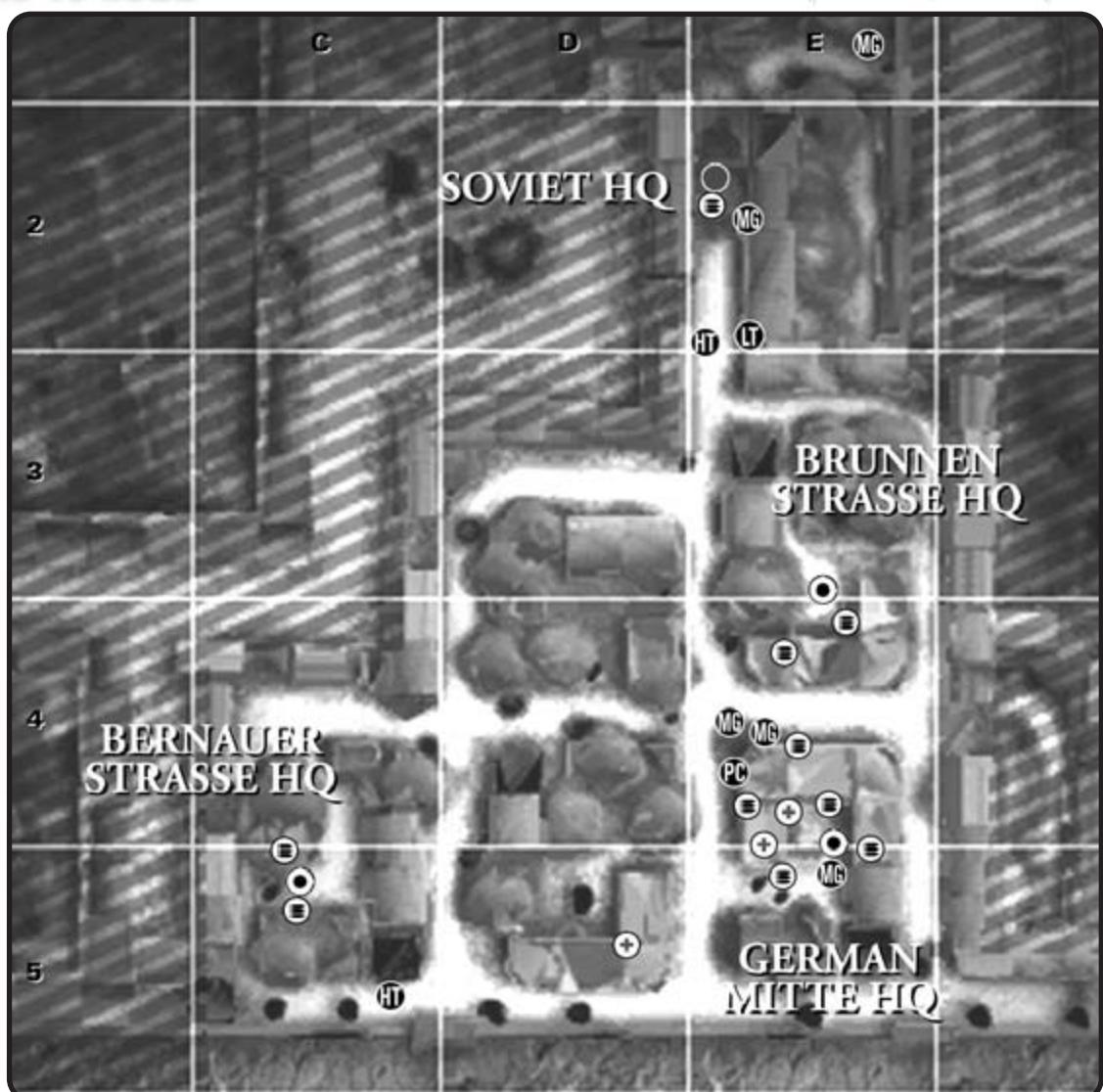
Available Multiplayer Games: Capture the Flag, Team Death Match, Co-op, Conquest

Summary

Berlin is like a continuation of the battle for Stalingrad: The Soviets face off against the Germans in an urban setting. But this time the Soviets must push for total domination by capturing all three control points.

The accessible part of the city consists of five blocks separated by wide, long streets. These streets are kill zones punctuated with machine gun fire, tank shells, and precision sniper shots. Surviving in Berlin requires quick movement, competent close-combat skills, and a knack for recognizing and taking advantage of cover.

Many accessible buildings offer elevated views of the city streets—ideal for German defenders. The Soviets can use the buildings to their advantage as well, especially when attempting to contain German troops in one area of the city.



- HT Heavy Tank
- LT Light Tank
- TD Tank Destroyer
- PC Half-track
- C Car
- A Artillery
- F Fighter
- FB Fighter-Bomber
- DB Dive Bomber
- HB Heavy Bomber

- D Destroyer
- AC Aircraft Carrier
- B Battleship
- LC Landing Craft
- S Submarine
- MG Machinegun
- AA Anti-Aircraft Gun
- CA Coastal Artillery Gun
- AT Anti-Tank Gun

ICONS

- Base
- Control Point
- First Aid Cabinet/Crate
- Ammo Box
- Repair Platform/Hangar

Bases & Control Points

Soviet HQ



The Soviets start close to the action, clustered in this narrow street, so the first priority is dispersal. This spawn point is one of the Soviets' biggest disadvantages. Troops are open to immediate attack and vulnerable to sabotage—all the more reason for the Soviets to branch out and capture a control point.

Keep a couple of soldiers behind to keep an eye on things. Make sure the two tanks—especially the T-34/76—don't fall into enemy hands. Near the HQ's flagpole is a line of sandbags with a mounted machine gun facing down the road to the south.

This gun is so far back that it probably won't be of much use in hitting enemy troops farther down the street, but it can be used to prevent tampering at the HQ.

A second defensive machine gun is to the northeast, in the third floor of a building. It faces south and covers a narrow alleyway. Put a soldier here to prevent German troops from sneaking in behind the HQ.

NOTE Berlin Capture the Flag games have no control points, just the two bases. The Soviet HQ serves as the Soviet base, and the Bernauer Strasse HQ is the German base.

Location: Map Grid E2

Vehicles:

1 T-34/85

1 T-34/76

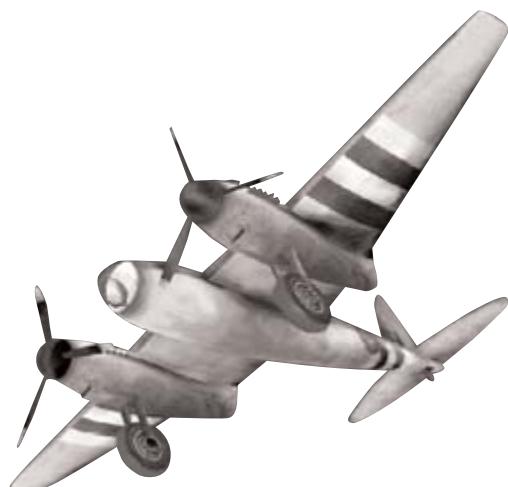
Defensive Features:

2 Machine Guns

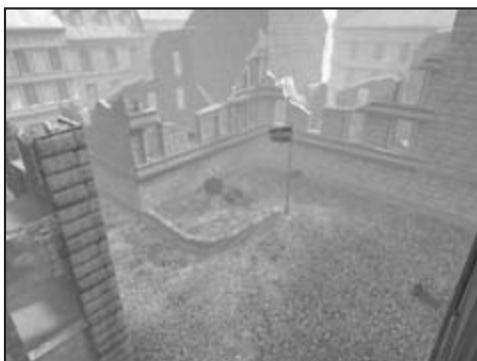
Other:

1 Soviet Flag (CTF)

1 Ammo Box



Control Point A: Brunnen Strasse HQ



Location: Map Grid E3

Initial Control: German

Vehicles:

None

Defensive Features:

None

Other:

2 Ammo Boxes

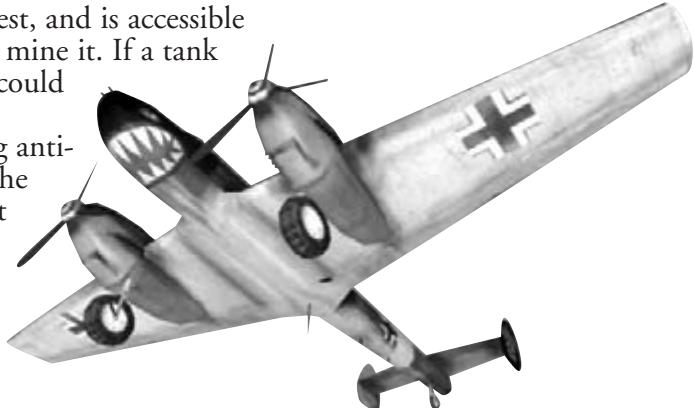
Brunnen Strasse HQ, the closest control point to the Soviet HQ, is likely to come under attack first. The control point is in a small courtyard between buildings. With nothing more than an Ammo Box and a low sandbag wall providing minimal protection, this control point can be extremely tough to defend.

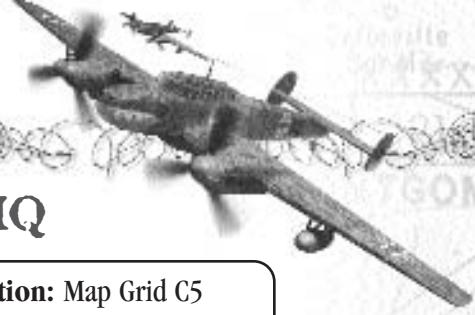
But if troops are placed in just the right spots, the Germans can hold out here for quite some time. The courtyard has three entry points. A narrow alley to the west provides access to and from the main street running north-south down the center of the map. Any defenders behind the sandbag wall are open to attacks from this direction.

To handle attackers from this direction, place a couple of medics or assault soldiers inside the building to the east. They can access it from the street on the other side. Cover the alley to the north with troops behind the sandbag wall. Automatic weapons are, again, the best choice.

The alley to the east is the widest, and is accessible to enemy tanks. Use engineers to mine it. If a tank gets through to the courtyard, it could mean the end to your standoff.

Reinforce this position by putting anti-tank and assault soldiers among the rubble-filled buildings to the west and northeast.





Control Point B: Bernauer Strasse HQ



The Bernauer Strasse HQ is at the map's far southwest corner. This is a particularly valuable control point for the Germans, because it holds their only tank spawn point. But just because it's far away from the Soviet HQ doesn't mean it won't come under immediate attack. The Soviets could also benefit from an extra tank.

Like the other control points, this one is in a city block's central courtyard. The porous nature of its surroundings makes this area difficult to defend. Instead of watching over the courtyard, the Germans should concentrate on the surrounding streets. By placing a few troops among the bombed-out buildings to the northeast, they can see any incoming Soviet troops moving toward the nearby intersection.

It's also a good idea to keep an eye on the southeast corner, especially if the German Mitte HQ falls into Soviet hands. Back in the courtyard, position a few soldiers along the west side, overlooking the control point. You may even want to mine the north entrance, which is the only entry for an enemy tank.

Use the German light tank to help hold this control point. Place it along the south road (which runs east-west) or along the east road (which runs north-south). You also can place it in the far northwest corner facing the intersection to the east. This protects its rear armor from flanking attacks.

Ultimately, deciding where to place the tank depends on the battlefield situation and must take into account the likely direction of enemy attacks. Its guns can be extremely useful at long range from any of these positions.

NOTE In Team Death Match games, the Bernauer Strasse HQ serves as the German base and can't be captured by the Soviets. In addition to the light tank, the Germans also get a heavy tank—an Mk.VI Tiger.

Location: Map Grid C5

Initial Control: German

Vehicles:

1 Light Tank (T-34/85 or PzKfW Mk.IV Panzer)

Defensive Features:

None

Other:

1 German Flag (CTF)

2 Ammo Boxes

Control Point C: German Mitte HQ



The German Mitte HQ takes up most of the city block in the southeast corner of the map and has a potential line of defenses along its western perimeter. It's a difficult area to approach, let alone infiltrate. The half-track spawn point makes this control point a valuable one for either side.



A machine gun nest, a half-track, and an accessible three-story building make this control point difficult to approach from the north.

TIP

To get over the west fence of the German Mitte HQ, park a tank next to it, jump onto the tank, then over the fence. Defenders probably won't expect this.

Location: Map Grid E4

Initial Control: German

Vehicles:

1 Hanomag Sdkfz.251

Defensive Features:

3 Machine Guns

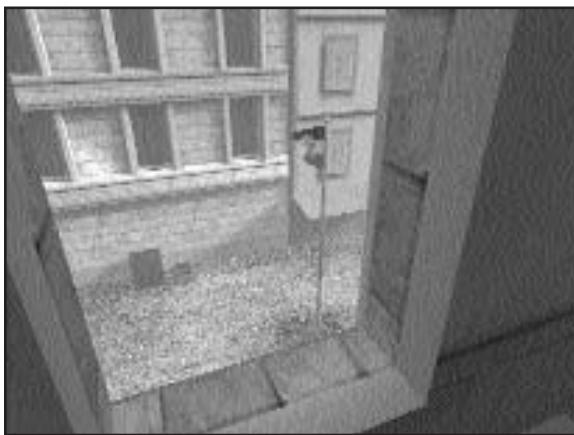
Other:

5 Ammo Boxes

2 First Aid Cabinets

Along the west side of the block are three building entrances. The northwest building offers access to the second and third floors via a stairway and is guarded by a mounted machine gun (facing north) and a row of sandbags at its entrance. The third floor offers a clear view of the adjacent intersection and also contains an Ammo Box, making it an attractive defensive position.

The middle entrance on the west side is actually one room with a First Aid Cabinet. The third southwest entrance leads up a stairway to a window that overlooks the control point courtyard. It has three floors, with a First Aid Cabinet on the second and an Ammo Box on the third. Germans must always guard this entrance, because the Soviets can use it to access (or simply fire down on) the courtyard.



The building to the west provides a good alternative defensive position overlooking the control point.

When defending the courtyard, include a few medics. The two First Aid Cabinets, inside the west building, won't do you any good. Booby-trap the control point with an engineer's explosive charges, too. The engineer can look down in relative safety from either the second- or third-story window of the west building and detonate the charges as enemy troops move in.

NOTE

Even after the Soviets capture it, this spawn point produces the German Hanomag Sdkfz.251 half-track.

Allied Strategy

The Soviets start with more tickets than the Germans, but as on any assault map, their ticket count evaporates slowly until they capture a control point. The Brunnen Strasse HQ at Map Grid E3 is the closest, but probably also the most heavily defended.

Instead, send a small squad of soldiers through the streets and alleys toward the Bernauer Strasse HQ (at Map Grid C5) to the southwest. Meanwhile, move the rest of your forces toward the other control points to keep the Germans occupied on the east side of the map.



Lead the assault with your tanks. The infantry follows close behind for support.

Move your southwest-bound squad as quickly and stealthily as possible. If the Germans figure out your plan, they reinforce the control point. When moving through the streets, fire on enemies only if you're spotted.

As you approach the control point, move in through the east alley and begin the assault by tossing a couple of grenades into the courtyard. When they explode, storm the courtyard and immediately secure the control point and all access points.

TIP

The Soviet assault force should mainly consist of assault soldiers and medics, whose automatic weapons are essential in this urban battle.



Use tanks to seal off the last control point's exits, then move in with infantry to capture it.

Capturing the Bernauer Strasse HQ gives your side an extra tank and a control point far enough away to make German counterattacks difficult.

From the Bernauer Strasse HQ, move along the southmost road toward the German Mitte HQ at Map Grid E4. Use the light tank to shell any defenders from the wide south entrance, then move infantry in to capture it.

Now move against the Brunnen Strasse HQ to the north. Use your three tanks to block all access points to the west, north, and east. The Soviet machine guns should be able to prevent any Germans from escaping.

Then move infantry through the bombed-out building to the east overlooking the courtyard. Once it's clear, drop into the courtyard from the window to capture the last control point.

Axis Strategy

At the outset, the Germans need to bolster their defenses around the Brunnen Strasse HQ and slow the Soviet advance.

Immediately bring the light tank from the Bernauer Strasse HQ toward the intersection at Map Grid E4. At the same time, move the half-track to the far east street, facing north.

From these positions, use the vehicles' machine guns to engage enemy troops to the north without risking close engagement attacks. This should keep the west and east sides of the Brunnen Strasse HQ pretty well covered—at least till the enemy tanks show up.



The Germans need a few anti-tank soldiers to deal with the Soviet armor.

Try to keep your vehicles away from the Soviet armor and concentrate solely on engaging enemy infantry. If the Soviet tanks get too close, retreat while facing them—don't turn your back on them.

Despite your valiant efforts, the Brunnen Strasse HQ eventually falls and your forces fall back. The three-story building near the German Mitte HQ at the intersection of Map Grid E4 should be the center of your next defensive stand.

Line the windows with medics and assault and anti-tank soldiers. As the Soviets approach from the north, keep tossing grenades out the windows. The third floor has an Ammo Box to replenish your supplies. Defend the staircase to prevent Soviet troops from entering the building.

TIP

Engineers and anti-tank soldiers may seem too specialized for this battle, but you need a few to deal with the Soviet armor. Use alleys and other hiding spots to set up ambushes. Be patient and line up your attacks to hit the weaker rear armor.



Use the machine gun to defend the German Mitte HQ control point.

On the other side of the block, position some soldiers along the east alleyway leading into the control point. From there they can peek out to the north and engage troops heading down the street. Go crazy with grenades—in this position they're more effective than gunfire.

The German Mitte HQ and the Bernauer Strasse HQ to the west are likely to come under attack simultaneously. For the defense here, move the light tank into the courtyard, east of the control point, and face it north. From here it can cover the north and west entrances.

Then position soldiers among the rubble to the south and along the surrounding streets. A German win largely depends on your ability to repel the Soviet attack early. If you can even out the ticket situation by holding onto all three control points, you stand a better chance of pulling off a victory.



Berlin Tactics

Urban Movement



When crossing the streets, use cover. This half-track works well.

rubble and alleys whenever possible. You have to cross the streets occasionally, but do so quickly to limit exposure. Always try to cross at right angles to the streets.

Have Machine Gun Will Travel

Machine guns on this map are extremely effective. The long streets make perfect kill zones, allowing gunners to concentrate their fire accurately in a relatively narrow firing arc.

Unfortunately, most of the mounted machine guns aren't in the best positions, but the half-track at Map Grid E4 can be used as a mobile machine gun nest.

Sitting behind the mounted machine gun of a tank or half-track is usually a good way to get picked off by an enemy sniper. But if you keep the half-track at blind corners and at great distances, you seldom have to worry about such threats. You can gun your enemies down before they get a shot off.

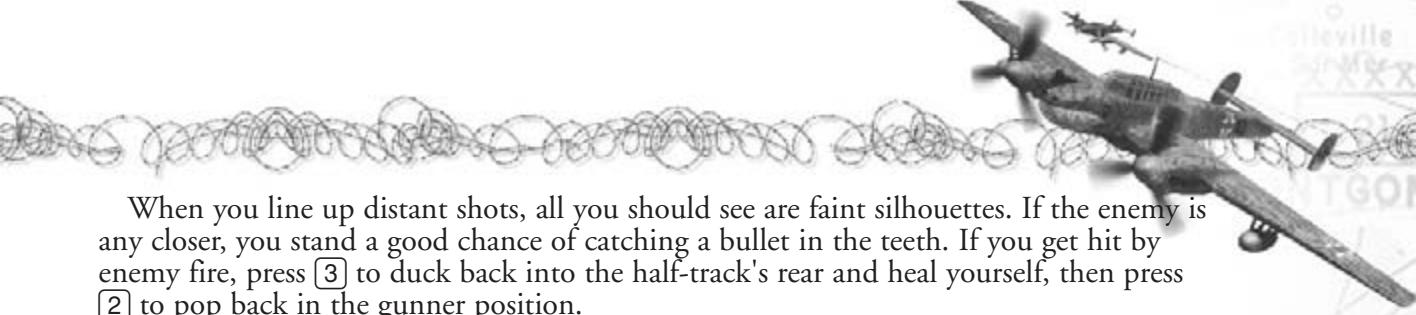
Whether playing as the Germans or Soviets, moving around the city is extremely risky—but not as risky as standing still. To avoid getting peppered by enemy machine gun fire, keep moving.

All the map's spawn points drop you off in extremely vulnerable positions, especially if you're spawning at the Soviet HQ. Be ready to move as soon as you jump into the game. First, look for some cover so you can get your bearings. Study the map and see where your teammates are, then make a movement plan.

Never move down the streets. This leaves you open to enemy machine gun and sniper fire. Instead, move through



The half-track's machine gun is great for engaging enemy troops at long range.



When you line up distant shots, all you should see are faint silhouettes. If the enemy is any closer, you stand a good chance of catching a bullet in the teeth. If you get hit by enemy fire, press **3** to duck back into the half-track's rear and heal yourself, then press **2** to pop back in the gunner position.

Use the red or blue player labels above each player to identify friends and foes. Also, keep an eye on the mini-map to make sure comrades aren't in your field of fire. Fire the machine gun in quick, short bursts. These guns overheat when fired continuously, and their accuracy suffers if you hold down the trigger.

If the enemy gets too close, back the half-track up to a safe distance. Then move back to the gunner position and resume firing. This tactic is extremely effective at mowing down enemies as they pop out of their spawn points.

Defending from a Distance



Distant spots, such as this building south of the Brunnen Strasse HQ, are useful for staging counterattacks. Whether attacking or defending, use plenty of grenades.

The building west of the German Mitte HQ has two floors overlooking the control point. Defenders can toss grenades on intruders. Defenders can also take up positions in the building across the street to the west. A fairly clear view of the courtyard is possible from the third floor, making it an ideal position for scouts.

The Bernauer Strasse HQ has no nearby buildings, but plenty of alleys and concealed corners where troops can hide. Place troops along the far west side, and watch the control point through doorways and cracks in the walls.

All the control points are in small courtyards, and all present the same problems to defenders. Positioning troops inside the courtyards to hold the control points leaves them open to attacks from many directions. Instead, place soldiers in nearby buildings and alleyways so they can ambush enemy troops attempting to capture the control point.

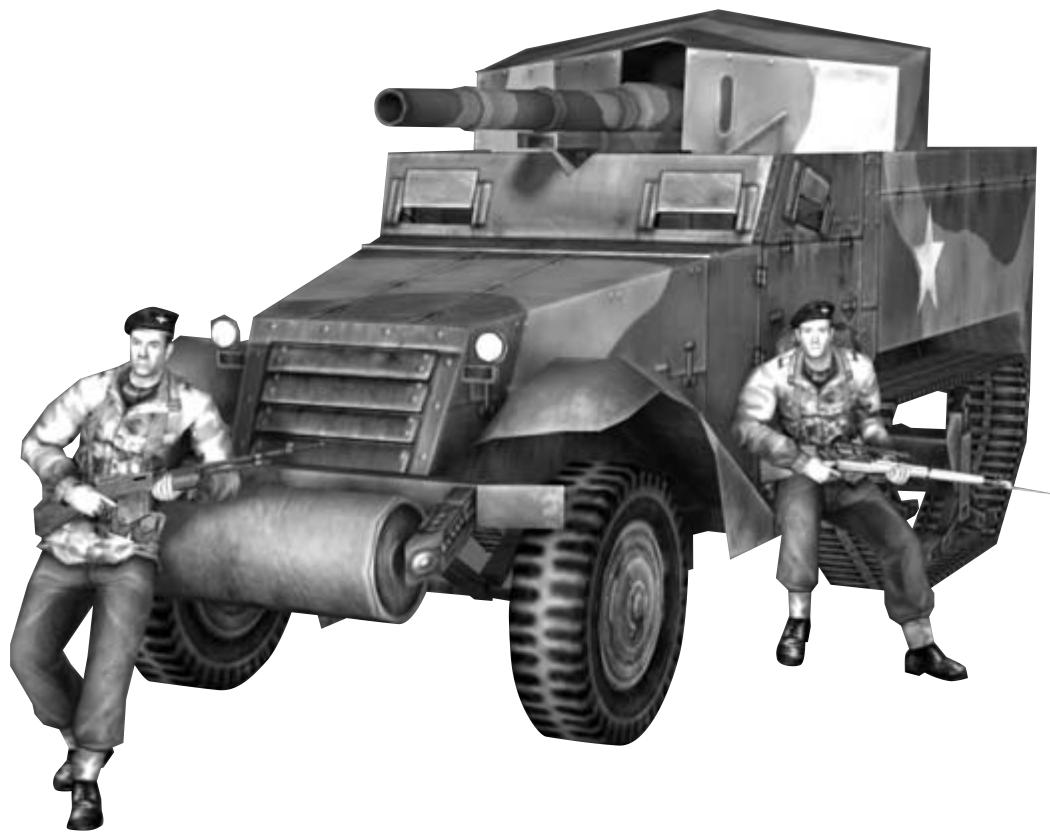
At the Brunnen Strasse HQ, defend the control point from within the two buildings directly to the south and the east. Both buildings are filled with rubble, but defenders can climb up toward the windows to look down on the control point.

Engineers as Anti-Tank Specialists

In the close confines of this map, engineers can take an active role in destroying tanks. Usually their role is limited to placing mines across bridges or other narrow access points. But explosive charges can also be quite effective when thrown out of an upstairs window onto a tank and then detonated remotely.

Daring engineers can run from an alleyway as a tank passes and throw a charge or two onto it. Run away quickly, detonating it on the run as soon as you get some distance from the tank. This tactic works especially well against heavy tanks because all their weapons are in the turret.

In addition to explosive charges, mines can be extremely useful. The Germans should mine all side streets because they can do so easily at the battle's outset without exposing engineers to enemy fire. This forces the Soviet tanks to stay on the main road.



IWO JIMA

Historical Overview

In 1945, the United States invaded Iwo Jima, intent on establishing an air base in close proximity to Japan. The planned four-day raid lasted a full month and resulted in more than 35,000 combined casualties.



The Americans have to land on and take an island well defended by the Japanese—and in a hurry.

Iwo Jima is a tough battle for the Americans. It is an assault map, so they must capture a control point as quickly as possible—their tickets are counting down from the outset. The Landing Beach would seem like a good place to grab a point and stop the countdown, but it is considered a base. The Japanese can't take control of it, only the United States. To stop the ticket countdown, the Americans must capture one of the other four control points on the island.

The island of Iwo Jima is wide in the south, narrowing toward the north where its highest point is located—Mt. Suribachi. A ridgeline surrounds the south part of the island and runs north along the west side of the island.

Only a few passes on the west side lead down to the ocean. The east side of the island offers a few small landing areas not overlooked by high cliffs.

Only the U.S. force has a navy, consisting of a carrier and a battleship. But the island has numerous AA guns concentrated in the north and south ends and several coastal defense guns that can be used to sink the fleet if it gets too close.

Description: Iwo Jima is a volcanic island, its soil darkened and cratered from heavy bombing. Mt. Suribachi, a heavily defended Japanese stronghold, dominates the island.

Conquest Map Type:
Assault map

Objective: As the attacker, the Americans must conquer and hold every control point. The Japanese win if they hold the attackers at bay.

Available Multiplayer Games: Co-op, Conquest

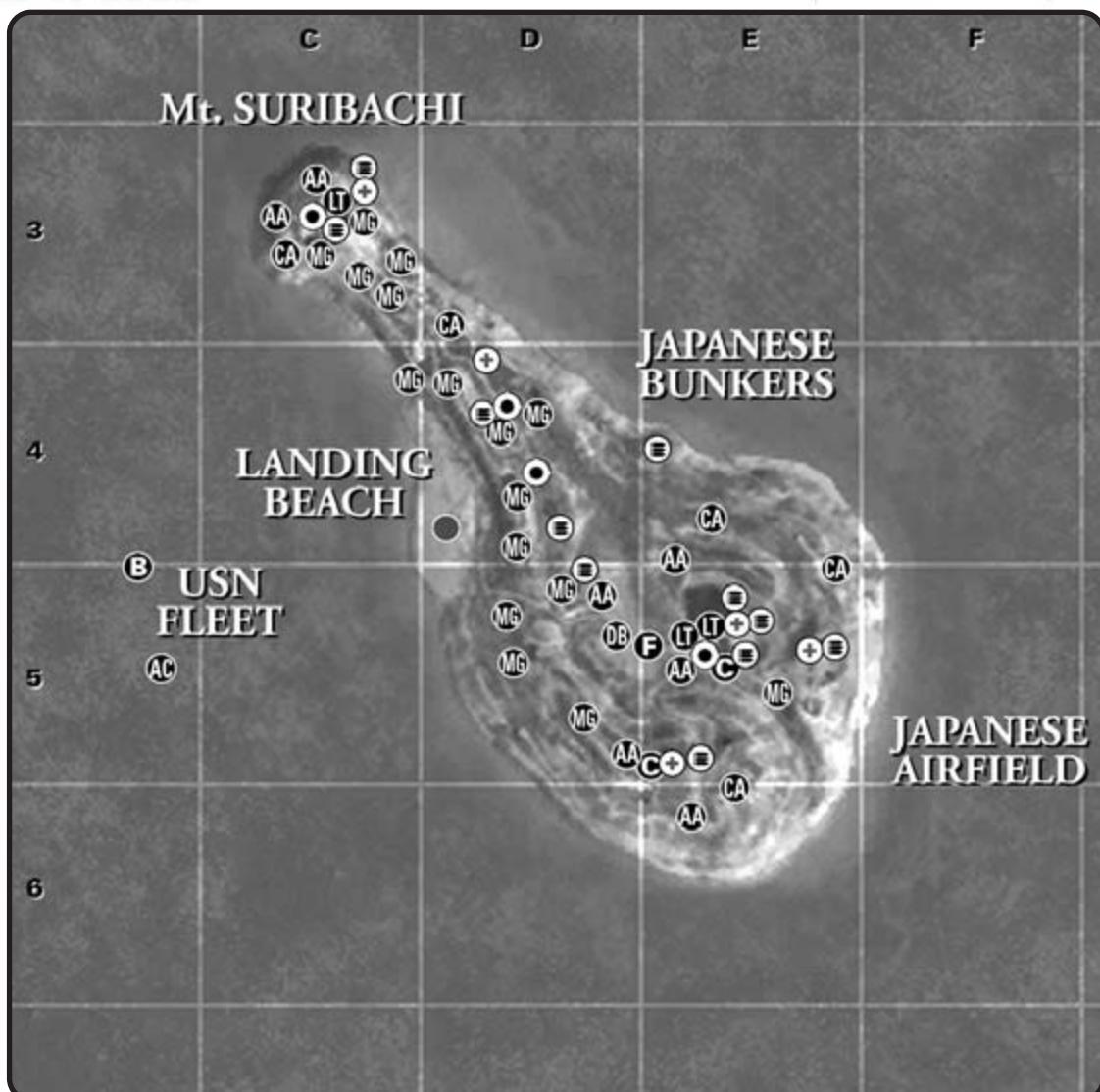
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- ① Heavy Tank
- ② Light Tank
- ③ Tank Destroyer
- ④ Half-track
- ⑤ Car
- ⑥ Artillery
- ⑦ Fighter
- ⑧ Fighter-Bomber
- ⑨ Dive Bomber
- ⑩ Heavy Bomber

- ⑪ Destroyer
- ⑫ Aircraft Carrier
- ⑬ Battleship
- ⑭ Landing Craft
- ⑮ Submarine
- ⑯ Machinegun
- ⑰ Anti-Aircraft Gun
- ⑱ Coastal Artillery Gun
- ⑲ Anti-Tank Gun

ICONS

- Base
- Control Point
- ⊕ First Aid Cabinet/Crate
- Ammo Box
- Repair Platform/Hangar

Bases & Control Points

USN Fleet



The USN Fleet is all the Americans have at the beginning of the battle. The two ships offer the only spawn points until troops capture a control point on the island.

Luckily, the fleet is at a distance from the island and safe from bombardment by the coastal guns. It is sure to come under attack from Japanese aircraft, however, so it is important to defend the fleet.

This can be done by just two soldiers—one on each ship. They can switch between port and starboard AA guns as necessary to down enemy planes. The rest of the Americans can handle the real mission of landing troops on the island.

Four Higgins boats are available to carry troops ashore. Two aircraft can be used to support the infantry and help them capture a control point.

Location: Map Grid B4-B5

Vehicles:

- 1 HMS Prince of Wales (Battleship)
- 1 USS Enterprise (Aircraft Carrier)
- 1 F4U Corsair
- 1 SBD-6 Dauntless
- 4 LCVP Higgins Boat

Defensive Features:

- 6 AA Guns

Other:

- 2 Ammo Boxes



Control Point A: Japanese Airfield



The Japanese Airfield is a large complex that takes up the entire south half of the map. The control point is in the center of the round area next to some buildings. Both tanks and one car spawn in this area, next to a Repair Platform.

There is also a nearby AA gun, a First Aid Cabinet, and three Ammo Boxes. The two planes spawn on the landing strip to the west of the buildings and take off to the north. When you land for repairs, approach the strip from the north.

The main Airfield is surrounded by high hills. These contain coastal guns to the north, east, and south, and AA guns in all cardinal directions. Two bunkers with First Aid Cabinets and Ammo Boxes are also on these hills—one in the east and the other in the south.

Most of the many machine gun positions cover the west approach from the U.S. landing beach.

The Airfield is an important control point because of all the planes and vehicles that spawn here. It can be defended by a small group of soldiers in a pinch, but because of its size, it requires more defenders if the enemy launches a coordinated assault.

If the enemy has aircraft, man the AA gun in the middle. All vehicles approach from the west or northwest across the flat and open airstrip, so your tanks and infantry can eliminate any attackers before they get close enough to contest the control point.

You may have to worry about infantry attacks from the hills. Keep at least one soldier, such as a scout, on the hills to the south or east so the enemy can't sneak up on you. The car by the south bunker lets this scout get around quickly.

TIP

The coastal gun northeast of the Airfield can be used to shell the North Japanese Bunkers control point and engage any amphibious assaults on the eastern beaches.

Location: Map Grid E5

Initial Control: Japanese

Vehicles:

2 Light Tanks (M4 Sherman or Chi Ha 97)

2 Cars (Willys Overland Jeep MB or VW Type 82 Kübelwagen)

1 Fighter (A6M Zeke/Zero or F4U Corsair)

1 Dive Bomber (Aichi D3A1 Val or SBD-6 Dauntless)

Defensive Features:

5 AA Guns

5 Machine Guns

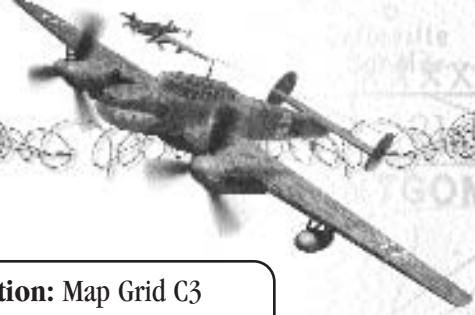
3 Coastal Guns

Other:

1 Repair Platform

6 Ammo Boxes

3 First Aid Cabinets



Control Point B: Mt. Suribachi



Mt. Suribachi is truly the key to the island. It is easily defended by a few soldiers and very difficult to attack. Located at the northernmost end of the island, this point is the highest on the map and accessible only by a steep road leading up from the south.

On the other sides are steep cliffs dropping down to the ocean. Even infantry cannot climb these cliffs. Three machine gun emplacements, all facing south, are located along the road. Two AA guns and two more machine guns are on top.

The coastal gun plays an important role because not only can it fire at ships to the west and south, but also can fire on the Landing Beach and even down the length of the island.

A tank also spawns at this point. Use it either to help defend the point or rush it down to attack other points. Using it for offense is better, because the tank's weapons cannot fire down the road at targets below, and it is very exposed at the control point.

Other than aircraft or the battleship, the only threat to this coastal gun is another coastal gun to the south by the North Japanese Bunkers. If it becomes active, take it out with a couple rounds.

Atop Mt. Suribachi, defenders can see all the way to the South Japanese Bunker. It is nearly impossible for an enemy to approach the point unseen. If the Americans plan to take all the control points to prevent the Japanese from spawning any troops, do not leave Mt. Suribachi for last.

It is difficult to take when lightly defended and nearly impossible when all enemies spawn there. It is also hard to get hits on the top of the mountain because the steep cliffs often block artillery fire from coastal guns and the battleship.

TIP **The two AA guns on Mt. Suribachi keep enemy aircraft away, and they also cover the entrance to the top of the control point. Lower the barrels to horizontal and take out tanks and other vehicles as they reach the top of the road.**

Control Point C: Landing Beach



The Landing Beach is usually the first control point the Americans go for. It gives them a spawn point on the island and is the easiest to access. A determined Japanese defender can make this beach a kill zone, however.

The flag post is in the middle of the beach, fronted by sandbags and barbed wire. Rubble from destroyed bunkers offers some cover, as do the sand dunes. The main exit from the beach is to the south.

Steep cliffs to the east tower over the beach. From bunkers, Japanese troops can fire down on U.S. troops as they scramble ashore. Another bunker to the north of the beach contains two machine guns that help clear the beaches with flanking fire.

The Landing Beach provides a spawn point for the Americans, but is considered a base and does not stop their tickets from counting down.

TIP

The machine guns in the bunker to the north can sink landing craft if they get enough hits. Also, snipers in the bunker to the east or atop the cliff can shoot at enemy troops in landing craft. The driver is usually the most exposed.

NOTE

In single-player and Co-op games, two M4 Sherman tanks spawn near the Landing Beach control point after the Americans capture it.



Location: Map Grid D4

Initial Control: Neutral
(Cannot be controlled by Japanese)

Vehicles:

None

Defensive Features:

None

Other:

None

Control Point D: North Japanese Bunkers



This defensive control point is in the middle of the map, where it covers the approach to Mt. Suribachi. It has a bunker with a south-facing machine gun along the road. Another machine gun and an Ammo Box are behind some sandbags on the hill to the west.

Two machine guns in a bunker overlook the Landing Beach. Finally, a coastal gun and another bunker with a First Aid Cabinet face out and cover the beaches to the east.

This control point is very important to the island's defense. It not only covers landing areas on both sides of the island, but it also prevents enemy armor from advancing on Mt. Suribachi. Two machine guns, aimed toward the South Japanese Bunker, mow down any infantry advancing piecemeal. An engineer can lay mines between the bunker and sandbags to stop tanks and cars from rushing past the control point.

The First Aid Cabinet is distant from most of the action, so keep a medic here to heal the wounded. The coastal gun is great for protecting the east coast, but it also can traverse to the north and fire on Mt. Suribachi. Use it to take out the coastal gun on the mountain and then bombard the defenders.

Control Point E: South Japanese Bunker



Location: Map Grid D4

Initial Control: Japanese

Vehicles:

None

Defensive Features:

4 Machine Guns

1 Coastal Gun

Other:

1 Ammo Box

1 First Aid Cabinet

This control point is just to the south of the North Japanese Bunkers. It's difficult to defend and usually changes hands several times during a game. What it offers is a Bunker that overlooks the Landing Beach to the west and a couple of machine guns that face west.

Most attacks on this point come from either the Airfield to the south or from the North Japanese Bunkers. The Bunker does not provide much protection from such attacks because it has a door in the east side facing the main road.

The only places from which to defend this point are inside the Bunker, lying prone on top of the Bunker, or on the hill to the west. But most of the firepower for defense comes from the two machine guns at the North Japanese Bunkers.

Allied Strategy

The first task for the U.S. force is to get ashore and capture a control point. A good strategy is a four-part one. First, leave a couple of engineers to man the AA guns on the ships to prevent the Japanese aircraft from sinking them. They can repair damage as needed.

Second, take the Landing Beach. This doesn't stop the ticks from counting down, but it gives the Americans a foothold. Third, send infantry south of the beach and then east toward the Airfield. Use your aircraft to take out the tanks at the Airfield and any other resistance to the U.S. assault.

Most of the Japanese defenders are covering the Landing Beach or the Airfield, so Mt. Suribachi should not be too heavily defended. Use a Higgins boat to land a few soldiers south of the mountain and then head up the road to the top. After taking out the tanks at the Airfield, U.S. aircraft can soften up the defenses on the mountain.



The Americans should try to take Mt. Suribachi from the beginning, when the landing area at the base is less defended.

Depending on where the Japanese choose to defend, you should be able to take at least one and possibly both of these two control points on opposite ends of the island. Defend the one you take and then concentrate on attacking the other one. Leave the central bunkers for last.

When you've taken both the Airfield and Mt. Suribachi, you have deprived the Japanese of tanks, cars, and aircraft. Use the coastal gun on Mt. Suribachi to pound the bunkers into submission. You can also sail your battleship around the island to the east and bombard the bunkers, because the terrain is fairly flat and you don't have to worry about cliffs blocking your shots.



Send in aircraft to bomb at will, because the enemy has no AA guns or other means of defense. All you have to do is pound the enemy until the battle is over, but you can also try to take both bunkers and prevent the Japanese from spawning any more troops. After artillery bombardment, send the tank from Mt. Suribachi and two or more tanks from the Airfield and rush the positions.

When they capture the Airfield, the Americans get two more aircraft, two tanks, and a couple of cars.

Axis Strategy

The Japanese strategy is very simple—keep the Americans from capturing any control points. Concentrate your defenses on four main areas. The Airfield is a tempting target for the Americans, so keep a soldier on the AA gun to take care of any attacking planes. Watch for a soldier to parachute from the Dauntless and try to capture the point.

Meanwhile, send your planes to sink the carrier. If you can sink this ship, you not only eliminate three enemy spawn points but also their aircraft spawn points.

Meanwhile, garrison the Airfield and Mt. Suribachi. You cannot let either of these be captured. These control points are only attacked by air or infantry, so man at least one AA gun and keep a few troops around.

With the rest of your troops, cover the Landing Beach. Scouts in the bunkers or prone on the cliff tops can take shots at the Americans as they approach in the landing craft. The key is to prevent or at least delay the enemy from taking a control point.



The U.S. carrier sinks after a Japanese aircraft attack. There goes American access to two planes.



A Japanese scout takes out American troops as they land on the beach.

Keep an eye on the American fleet from the air, watching where it goes. If it starts sailing to the east side of the island, be ready for a landing on the east beaches.

Other than landing craft, the only way Americans can get onto the island is by jumping from their aircraft. This is a possible threat, but as long as you have the control points covered, you can prevent one or two paratroopers from capturing a place to spawn on the island.

In fact, as long as you hold the four control points on the island, U.S. tickets will keep counting down. Do your best to push them back into the sea. The longer you delay them, the greater your advantage in tickets—and chances of victory in battle.

Iwo Jima Tactics

Defending the Landing Beach

Most Japanese defenders take up positions on the cliffs or in the bunkers overlooking the Landing Beach, but it is also a good tactic to put units onto the beach as well. Bring the two tanks from the Airfield right onto the beach to engage the landing craft. Position one behind the sandbags by the flagpole.

Landing craft are also susceptible to machine guns, so pour on the lead. Don't forget to bring a couple of anti-tank soldiers; a couple of hits with a rocket rounds sinks the landing craft. Use a scout to call in an artillery strike for the coastal gun on Mt. Suribachi to increase the slaughter.



Park a tank by the Landing Beach control point and take out anything that crosses your sights.



Artillery: The King of Battle

Artillery has been called the king of battle. On Iwo Jima, this is especially true. Neither side has access to self-propelled artillery units, but they each have even larger caliber guns with much more destructive power.

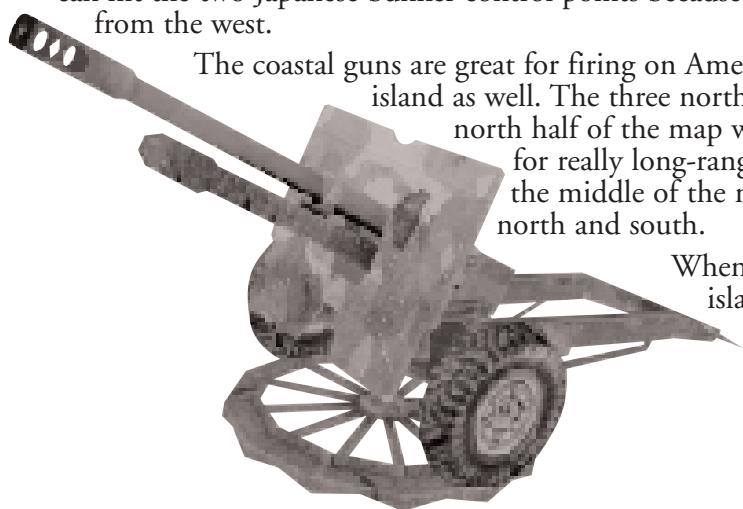
The American battleship carries 10 main guns while the Japanese have five coastal guns. Used effectively, all these guns can play a major part in the battle for control of the island.



The coastal gun on Mt. Suribachi hammers enemy troops near the central bunkers.

For the best bombardment, however, sail the battleship to the northeast. The ship now can hit the two Japanese bunker control points because nearby cliffs effectively block fire from the west.

The coastal guns are great for firing on American ships and for shelling on the island as well. The three northernmost guns can fire on the north half of the map without the aid of a spotter except for really long-range fire. Bunker control points in the middle of the map get hit hard from both the north and south.



When using coastal guns to fire on island targets, take out enemy-controlled coastal guns first to prevent them from firing back at you.

Anti-tank AA Guns



An AA gun on Mt. Suribachi destroys an enemy tank.

AA guns are spread across the map, including three in positions that let them be used for dual purposes. The two on Mt. Suribachi and the one in the middle of the Airfield can engage approaching tanks. AA rounds are less powerful than tank rounds, but the AA guns fire at a faster rate. If you have nothing else, man the AA guns when enemy tanks begin their assault.

The AA guns on Mt Suribachi are extremely effective because they can always get in the first several shots on a tank coming up the road. That's because the tank has to go over the crest of the mountain before it can lower its gun to fire. AA guns can also be used against infantry.



CORAL SEA

Historical Overview

Fought between May 4 and May 8, 1942, Coral Sea was the first major action between aircraft carriers and the first in which opposing ships never sighted each other.

The Americans damaged one Japanese carrier and so depleted the airpower of a second that neither could take part in the battle of Midway the following month. The cost to the Americans was the sinking of the Lexington and damage to the Yorktown, which was repaired before Midway.



It takes several persistent bombing runs to sink the enemy Carrier.

Description: American and Japanese aircraft fill the air, each side attempting to sink the opposing side's aircraft Carrier.

Conquest Map Type:
Head-on map

Objective: Sink the enemy aircraft Carrier and capture control of its buoy.

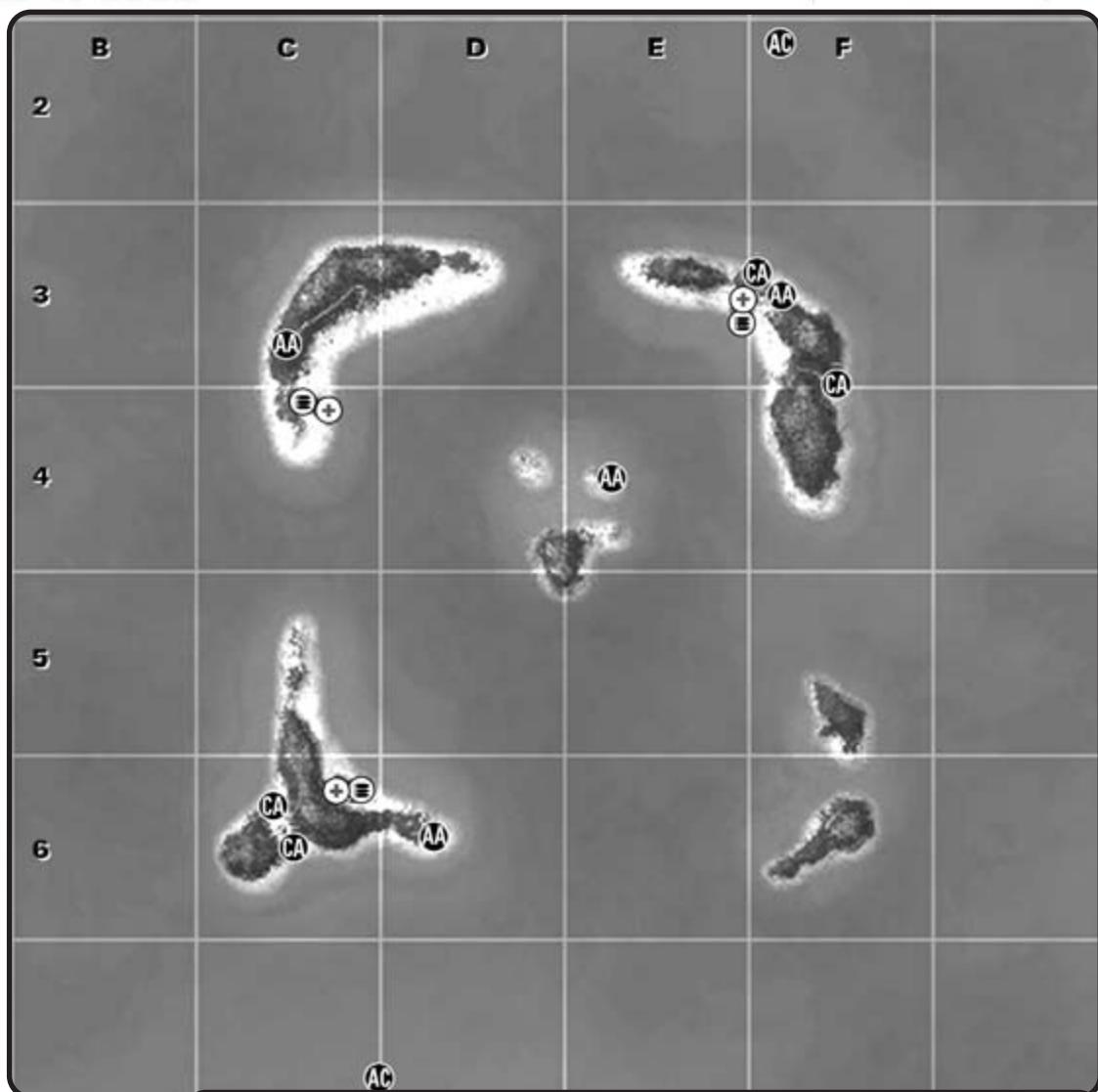
Available Multiplayer Games: Conquest

Summary

This battle pits an American Carrier and a Japanese Carrier against each other in a chaotic air battle over the South Pacific. Each Carrier sits on top of a control point—a buoy. The object is to sink your opponent's Carrier, freeing the buoy and allowing your team to capture it.

Each Carrier has a battery of AA guns, and the surrounding islands have air defenses. The Northwest Island and Southwest Island each have a couple of coastal guns. Establishing a ground presence and controlling these weapons is important. But aircraft carriers have no landing craft, so your planes (preferably the two-seater dive-bombers) must drop troops over the islands.

The islands have no control points, so troops cannot spawn here if they're killed. You must continually supply the islands with fresh troops.



- HT Heavy Tank
- LT Light Tank
- TD Tank Destroyer
- PC Half-track
- C Car
- A Artillery
- F Fighter
- FB Fighter-Bomber
- DB Dive Bomber
- HB Heavy Bomber

- D Destroyer
- AC Aircraft Carrier
- B Battleship
- LC Landing Craft
- S Submarine
- M Machinegun
- AA Anti-Aircraft Gun
- CA Coastal Artillery Gun
- AT Anti-Tank Gun

ICONS

- Base
- Control Point
- First Aid Cabinet/Crate
- Ammo Box
- Repair Platform/Hangar

Aircraft spawn points on the Carrier are unique to this map. As soon as one plane taxis away or is destroyed, another immediately appears in its place. As many as 24 aircraft can fill the skies at any one time. Unless you're in a huge game, you probably won't have to camp on the Carrier's deck waiting for a plane.

NOTE

This official multiplayer-only map was released for download in the winter of 2002. You can download it at the official *Battlefield 1942* Web site: www.battlefield1942.ea.com.

Bases & Control Points

The American Carrier



The U.S. Carrier initially appears to be at a slight disadvantage: It has two aircraft spawn points on its deck, and the Japanese Carrier has three. But this actually works in the Americans' favor. Fewer planes on deck mean fewer takeoff accidents. As one plane takes off, another spawns in its place. The flight deck is relatively organized and controlled.

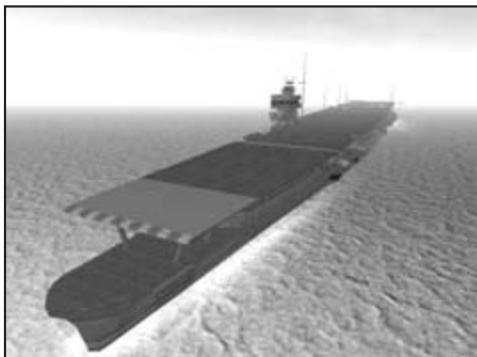
As planes take off, the rest of the crew should take up positions at the ship's AA guns. If the gun positions fill up, soldiers can still assist in the Carrier's defense. Assault troops can cause a fair amount of damage on Japanese planes with their Browning automatic rifles.

For added protection, place them below deck fore and aft, or along the catwalks near the AA guns. They can fire on low-flying incoming planes, but are somewhat sheltered from bombs dropped on the ship's deck and superstructure. When spawning on the U.S. Carrier, remember that the middle spawn point puts you below deck at the rear of the ship. The rear spawn point puts you on the Carrier deck next to the planes.

CAUTION

When taking off in the Corsair, apply slight right rudder to avoid clipping the ladder on the left side of the deck. Hitting the ladder at high speed destroys the plane instantly.

The Japanese Carrier



The three clustered aircraft spawn points on the Carrier's deck require patience and cooperation from your team's pilots. The Val can take off unobstructed, but the rear Zero must wait for the one in front to take off before it can taxi down the deck.

The spawn points on this Carrier are a bit different than those on the American Carrier. The middle spawn point, rather than the rear one, places you next to the planes. The forward spawn point works well for AA gunners and other defenders.

Like the U.S. Carrier, this one has below-deck areas fore and aft where assault troops can find some extra protection from incoming bombs. You can also line up assault soldiers along the catwalks next to the AA guns. Sometimes enemy pilots skim the Carrier's deck from bow to stern to avoid the AA guns on the sides. Place assault soldiers at the front and rear to provide more comprehensive coverage.

TIP

You don't have to physically move between AA gun positions. While sitting in an AA gun or in the ship's pilot spot, hit **2, **3**, **4**, and **5** to jump automatically from spot to spot. This works only if the other positions are unoccupied—you can't bump another player from an AA gun.**

Location: Map Grid F2

Vehicles:

2 A6M Zeke/Zero

1 Aichi D3A1 Val

Defensive Features:

4 AA Guns

Other:

2 Ammo Boxes

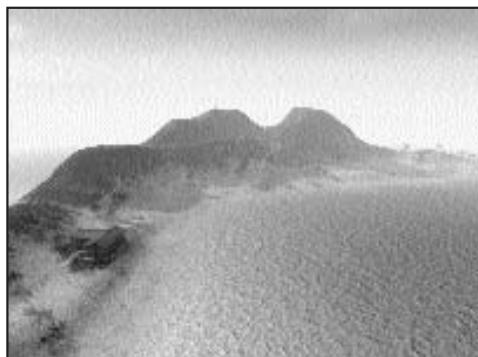
The Southwest Island



The Southwest Island, closest to the American Carrier, is a popular destination spot for Japanese troops looking to score hits with the south coastal gun. Both sides can find a use for another AA gun at the east edge at Map Grid D6. The Americans can use it to help defend their Carrier; the Japanese can use it to pepper American aircraft taking off.

This gun may be more trouble than it's worth for Japanese troops, however. The north-facing coastal gun is virtually worthless because it's incapable of hitting the American carrier. With proper targeting coordinates, it can be used to hit the Northwest Island at Map Grid C3. Still, the Japanese might find the island useful for hiding scouts to snipe at the Carrier's crew and port-side AA gun operators.

The Northwest Island



With nothing more than an AA gun, the Northwest Island has little to offer either side. Americans might want to take the AA gun because of the orientation of the Japanese Carrier. It faces southwest, meaning that planes taking off may fly over or near the island on their way to the American Carrier. This sort of air traffic isn't guaranteed, but shooting down a handful of unsuspecting planes may give your team a slight advantage.

Location: Map Grid C6

Vehicles: None

Defensive Features:

1 AA Gun

2 Coastal Guns

Other:

1 First Aid Cabinet

1 Ammo Box

NOTE Neither the American nor Japanese carriers can move, so their locations and directional positions are locked. This makes them easier to find, and makes attacks easier to line up.

Location: Map Grid C3

Vehicles: None

Defensive Features:

1 AA Gun

Other:

1 Ammo Box

1 First Aid Cabinet

An Ammo Box and First Aid Cabinet are near and inside the small house along the east shore at Map Grid C4.

If you need to make repairs on a damaged plane, you can land on the relatively flat elongated hill to the west. But taking off can be tricky unless you're in a fighter. You might be better off sticking around to man the AA gun instead.

The Northeast Island



Location: Map Grid F3

Vehicles: None

Defensive Features:

1 AA Gun

1 Coastal Gun

Other:

1 Ammo Box

1 First Aid Cabinet

The Northeast Island is bound to be a hot spot, because its features threaten the Japanese Carrier and its planes. First, both coastal guns can hit the Japanese Carrier. The north gun can engage the ship directly and, with some practice, so can the east gun. It may be easier to use targeting coordinates provided by a scout, because the Carrier is out of visual range.

Scouts also come in handy along the north shore, from which they can engage Japanese troops on the Carrier's decks. Most important, they can engage the Carrier's port-side AA gun operators.

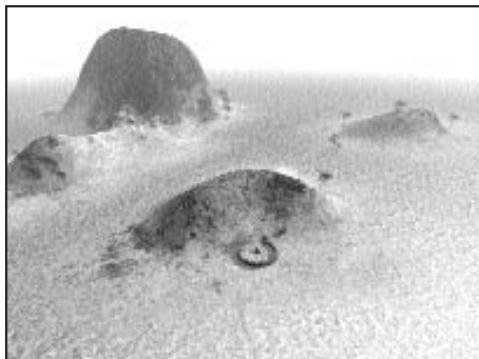
The island's AA gun has value to both sides, and the island has an Ammo Box and First Aid Cabinet at the house just south of the north coastal gun.

TIP

Swimming long distances eats away at your health; eventually you drown. Don't swim on this map unless it's a short distance for some tactical advantage. It's better to click the Suicide button and respawn at your Carrier. You won't do your team much good floating in the ocean.



The Central Islands



Location: Map Grid E4

Vehicles: None

Defensive Features:

1 AA Gun

Other:

None

This cluster of islands in the center of the map may not look that impressive, but a single AA gun at the small island to the northwest can cause major headaches for both American and Japanese pilots. Heavy air traffic over this area makes capturing this gun advantageous for both sides, but the gun operator must be careful not to shoot down friendly planes. Use the blue and red tags as well as the mini-map to identify your teammates.

Allied Strategy



Begin by shelling the Japanese Carrier with the coastal guns at the northeast island.

guns. The coastal guns don't cause much damage, but they keep Japanese engineers on the Carrier busy with repairs. Their fire also draws enemy aircraft away from your Carrier as they attempt to bomb the coastal guns.

NOTE

Not even a volleyball keeps you company on the two southeast islands. Don't parachute there unless you're in dire need of solitude.

Instead of hitting the Japanese flattop with one plane at a time, you must organize a massive strike force to overwhelm AA gunners and repair efforts by onboard engineers and cause serious damage. It takes some time to spawn enough planes to conduct such an attack.

At the outset, get your planes into the air as soon as possible, but don't hit the Japanese Carrier. Use the Corsairs to patrol around your Carrier, intercepting any incoming Japanese aircraft. Take out the Vals first, because they pose the larger threat.

Meanwhile, use the Dauntless dive-bombers to drop troops on the northeast island and take control of the two coastal

All it takes is one bomb to destroy these guns, so clear out your troops before the bombs fall. It's better to stay alive on the island and wait for a new gun to respawn than to hitch another ride on a Dauntless from your Carrier.

When you have at least eight planes in the air, begin your assault on the Japanese Carrier. Rendezvous over your own Carrier, then head northeast over the island at Map Grid B6. Continue toward the east edge of the map, then turn north over the sea—the idea is to avoid high traffic areas and the island-based AA guns.

At the northwest corner of the map, begin a gradual turn to the left so that you're heading southwest by the time you reach Map Grid G1. This puts you on approach with the rear of the Japanese Carrier. Drop low, just above the sea, and use your rudder to line up your plane with the Carrier's deck—almost as if you intend to land. As you get close, pull up just over the Carrier's deck and drop your payload at the rear of the ship.

After your bombs hit, drop low against the flight deck and continue traveling southwest until you're a safe distance away. If you pull up too soon, all four AA guns can turn inward to hit you.

If your plane is still functioning properly, make another pass, this time moving toward the northeast. Lining up your bombing runs along the Carrier's deck limits your exposure to the AA guns on the sides.

If you're successful in hitting the Carrier with bombs, you should be able to sink it in a few passes. Even if most of the attempts get shot down or crash, hammer away with fresh planes. When the buoy pops out of the water, fly by to capture it for your team. If you have trouble converting it, you also can parachute down to it.

Axis Strategy

The Japanese should follow the same general strategy as the Americans: Built up an air fleet and hit the enemy Carrier en masse. First, drop troops at the Southwest Island and take control of the coastal gun on the south coast to begin shelling the American Carrier. Use scouts to pick off the Carrier's AA gunners on the port side of the ship.

CAUTION

The Japanese Carrier has a few vertical poles flanking the sides of its deck near the plane spawn points. Don't hit these while making low passes.

CAUTION

Don't drop your bombs too low, lest the explosion damage your aircraft.



Kamikaze attacks do little damage, but if your plane's fatally damaged, it's better to smash into your foe's Carrier than crash in the ocean and tread water till you drown.

As your airpower grows to formidable attack strength, head for the Carrier by flying along the far west side of the map. Circle in behind your target at Map Grid C8, traveling northeast. The American Carrier's AA guns have a slightly better view of the skies just above the ship, making a stern-to-bow approach potentially risky. But if you stay low and move in at high speed you should be able to take defenders by surprise.

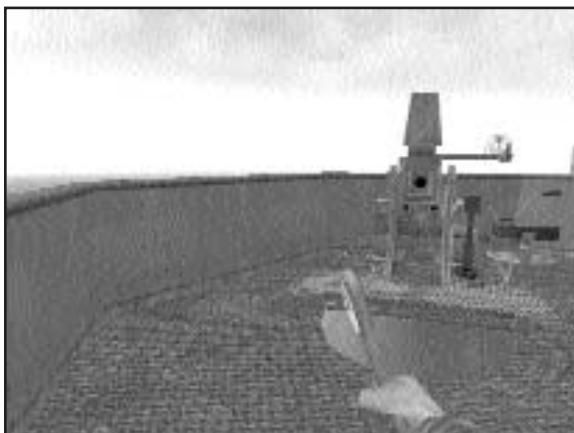
Keep making passes along the Carrier's deck, using both Zeros and Vals. Make sure your Vals are carrying rear gunners so they can engage any fighters attempting to shoot them down. The biggest threat is enemy flak—stay low and avoid flying along the Carrier's port or starboard sides. After the initial attack, keep up the pressure to send the American Carrier to the bottom.

TIP

Repairs can be conducted from any place on the Carrier. All an engineer has to do is get out his wrench and go to work. If your ship is sinking fast and your repair meter is depleted, commit suicide and respawn as a fresh engineer. This is often faster than waiting for your repair meter to regenerate.

Coral Sea Tactics

The Carrier Defense Team



Repairs can be made from any point on the Carrier, so stay below the flight deck where it's safer.

snipers on the nearby island can usually hit troops on the Carrier, and the most valuable targets are your AA gun operators. To counter this threat, position your own scouts along the ship's port-side catwalks.

One of the most important lines of defense is fighter cover. Use your fighters to engage enemy bombers heading for your ship. Enough planes are available in the game to warrant a full-time fighter to patrol the skies around your Carrier. This fighter can also bomb nearby coastal guns. A handful of players working together can keep your Carrier afloat while littering the surrounding sea with charred enemy planes.

The troop strength you commit to your Carrier's defense largely depends on the size of the game. The map was designed with 24 players in mind, and in such games you can get by with only two or three defenders. In larger-scale games, you want one soldier for each of the four AA guns and maybe a few assault soldiers for extra firepower and protection from enemy boarding parties.

The players manning the AA guns should be engineers. When they're not firing the AA guns, they should be repairing the ship.

It may be necessary to post a scout or two on the Carrier as well. Skilled enemy

Sniper, Counter-Sniper



Find a nice peak that looks down on the enemy Carrier and parachute down to it.

down on the Carrier and its AA gun positions. Wait until the gun's operator stops rotating and go for a headshot.

To counter sniper threats to your own ship, place a few scouts of your own on the Carrier or the nearby island. Watch the kill listings in the top left corner of the screen and look for friendly troops getting hit by sniper rifles. Make note of the enemy sniper's name and begin scanning the horizon through your scope. When you find the sniper, make your shot count. A near miss may send him into hiding, only to pop up somewhere else.

Flak Avoidance

Flak is the single biggest threat to an attacking plane. There's no sure-fire way to avoid it, but you can limit your exposure. Stay low. The AA guns on both Carriers are several feet above sea level. If you stay below them, they have a hard enough time seeing you, let alone hitting you.

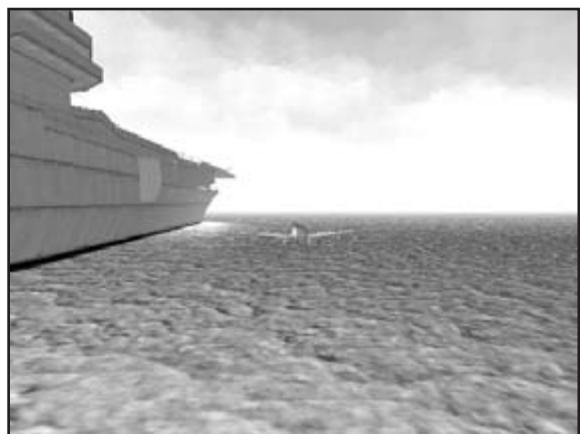
Flying at such low altitudes takes some practice, so get comfortable with your plane before attempting this. It may sound obvious, but speed is also a key factor in surviving the black clouds of death. The gunners have to track you. The quicker you move across their field of view, the harder it is for them to hit you—especially if they're inexperienced. Flying at high speed also limits the amount of time you're over the target area, significantly reducing your exposure to enemy fire.

A scout picking off a Carrier's crew one by one may not sound like a big threat, but in a tight game it can be the deciding factor. Assuming most of a Carrier's crew are engineers, a sniper can hamper the enemy's ability to repair damage.

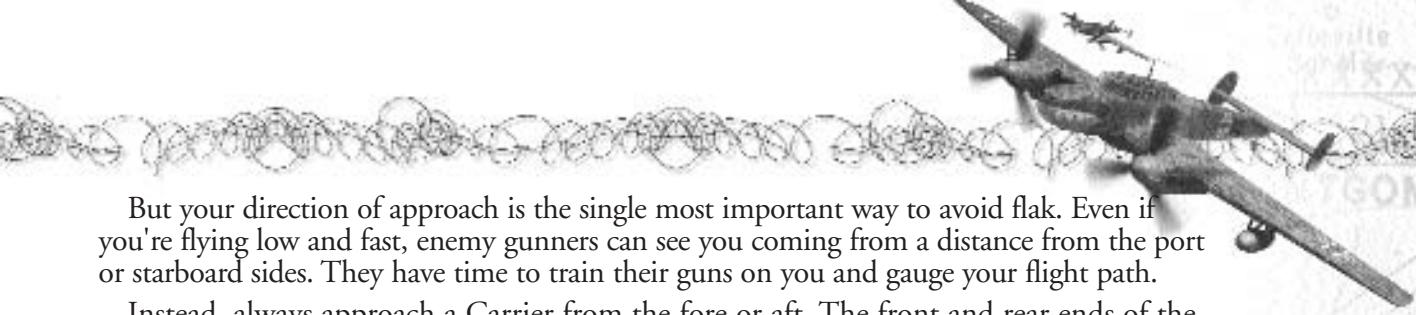
Take out the AA gunners, at least on one side, to give your attacking force a big advantage. For the Japanese, the Southwest Island is the place to be; the Americans want the Northwest Island. Both islands provide relatively clear views of the enemy's Carrier.

To get a good view of the AA gunners, climb to a high elevation. Better yet, parachute to a high peak so you can look

down on the Carrier and its AA gun positions. Wait until the gun's operator stops



When flying alongside a Carrier, stay below its AA guns.



But your direction of approach is the single most important way to avoid flak. Even if you're flying low and fast, enemy gunners can see you coming from a distance from the port or starboard sides. They have time to train their guns on you and gauge your flight path.

Instead, always approach a Carrier from the fore or aft. The front and rear ends of the ship are natural blind spots for the gunners positioned along the sides. Their field of view also is partly obscured by the elevated flight deck and superstructure, making it nearly impossible to see planes approaching from those directions.

You still need to move low and fast. As you zoom over the enemy flight deck, drop a bomb or two and then drop back down to sea level at the end of the Carrier, keeping the same linear flight path. The novelty of the tactic eventually wears off, and enemy gunners will be waiting for you. Make the most of it while the element of surprise is still in your favor.

Boarding Party

You don't need sharp swashbuckling skills to pull this one off, but you need a fearless paratrooper or two who are not afraid to take the enemy on in his own backyard. The idea behind a boarding party is to cause mayhem and destruction aboard the enemy Carrier.

TIP

If your plane takes fatal damage, don't hesitate to slam it directly into the enemy Carrier. It might be nice to jump out before impact, but staying inside allows you to control it a bit more. Drop another bomb just before you buy the farm.

Considering this is where enemy troops spawn, such parties are usually short-lived. But they can cause a commotion onboard, often distracting enemy soldiers from their main objective. On this map, targeting enemy planes is pointless because they

respawn almost instantly. Instead, head for the lower decks to harass engineers and AA gunners.

Carriers are huge. If you manage to get off the flight deck, you stand a good chance of hiding out and surviving. Assault troops may seem like the best choice for this sort of mission, but the medic is more versatile. Neither Carrier has first aid supplies, so the medic's ability to heal himself is valuable. His submachine gun and grenades pack a powerful punch, too, especially along the narrow catwalks flanking the flight deck.



Camp out near empty AA guns and gun down enemy troops as they jump in the seat.

enemy troops as they spawn. Every soldier they send to hunt you down is one fewer soldier attacking your Carrier. The longer you stay alive, the more you help your team.

BATTLE FOR ANZIO

Historical Overview

To cut off enemy communications south of Rome and allow the Allied armies to breach the Gustav Line, Allied forces landed troops at Anzio on January 22, 1944.

Instead of pushing away from the beachhead and securing the Alban hills, however, the Allied commander waited for reinforcements.

Within days, the Germans took the hills and surrounded the Allied beachhead, resulting in a four-month stalemate broken only by frontal assaults. Ironically, the original purpose of the landings was to prevent costly frontal assaults to the south.



The two neutral control points are the focus for both the Italians and Americans.

Both the Italian and American troops have landing craft, making for some unusual advances and tactics. Anzio has unique terrain features, and its Conquest-based games play is a little different from the other maps. It's an assault map in the sense that all control points—including the Allied and Axis bases—can be captured by either side.

But it's like a head-on map in the sense that you only need to capture four of the six control points to start your opponent's tickets counting down.

Description: The battle for Anzio consists of intense armor and infantry engagements along narrow dirt roads that flank both sides of this river valley.

Conquest Map Type:
Assault map

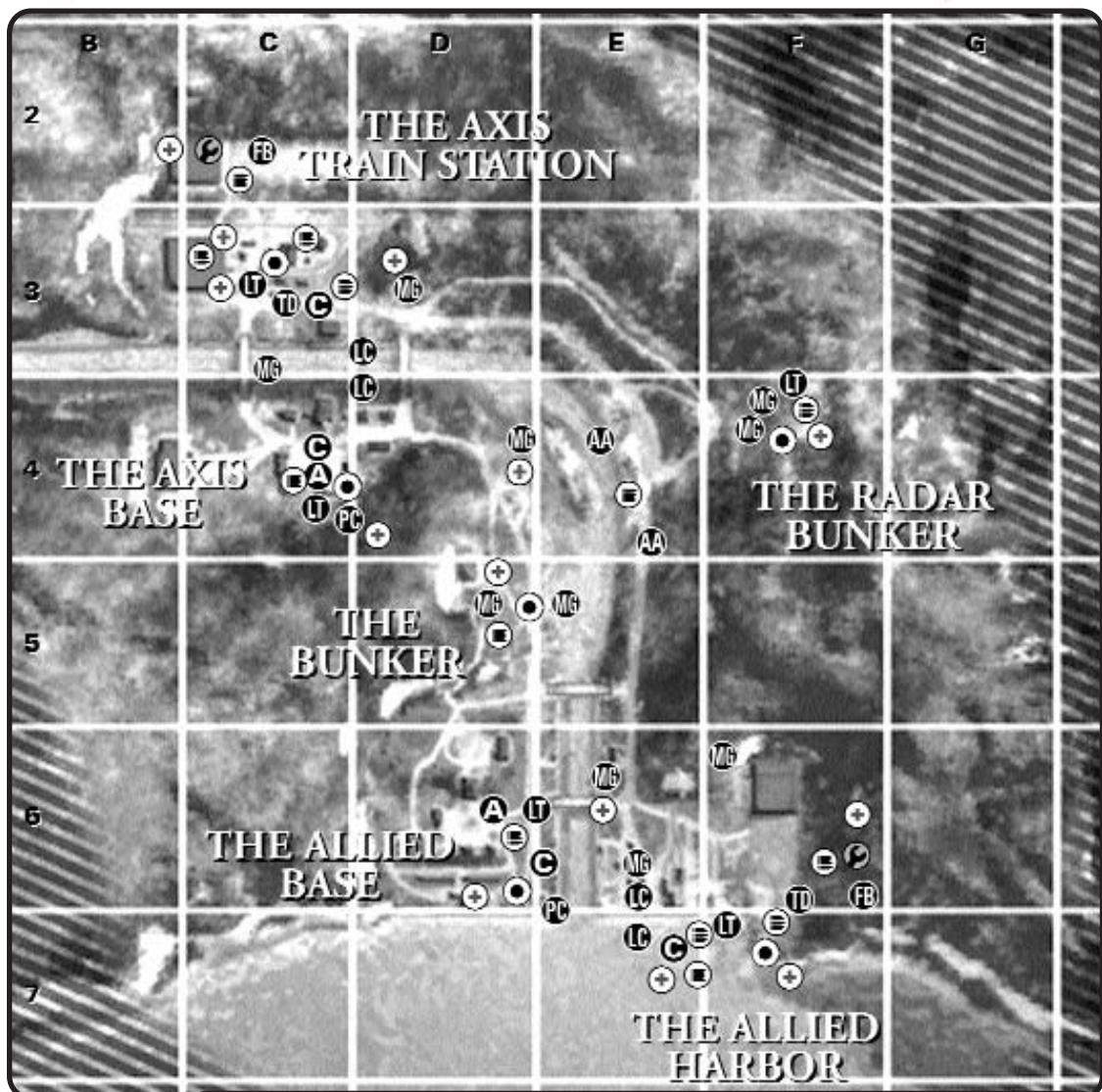
Objective: Maintain control of more than half the control points on the map.

Available Multiplayer

Games: Capture the Flag, Team Death Match, Co-op, Conquest

Summary

A river splits the Anzio battlefield, running through the valley and emptying into the ocean to the south. Each side of the river has three control points, for a total of six. An island of some strategic importance lies in the center of the river and hosts the only two AA guns on the map.



- Heavy Tank
- Light Tank
- Tank Destroyer
- Half-track
- Car
- Artillery
- Fighter
- Fighter-Bomber
- Dive Bomber
- Heavy Bomber

- Destroyer
- Aircraft Carrier
- Battleship
- Landing Craft
- Submarine
- Machinegun
- Anti-Aircraft Gun
- Coastal Artillery Gun
- Anti-Tank Gun

ICONS

- Base
- Control Point
- First Aid Cabinet/Crate
- Ammo Box
- Repair Platform/Hangar

Bases & Control Points

Allied Base



The Allied Base is west of the Allied Harbor in the south half of the map. The control point's flag is in a quaint courtyard surrounded by a few buildings, near the car and APC spawn points. The light tank and artillery spawn points are on a small hill to the north. From this hill, an elevated road leads toward the Bunker control point.

Be careful when using vehicles on this road. It's narrow, and your vehicle risks damage or destruction if it tumbles down the steep embankment to the east. The parallel road moving along the riverbank is much safer, especially when speed is an issue.

The base can be captured, so defenders must watch the two roads to the north as well as the two bridges to the east. Two machine guns can further enhance your defensive efforts. One is next to the main road northeast of the control point; the other is mounted on the southernmost bridge to the east. Both guns face north and provide good coverage in that direction, but they're of little use if the attack comes from the harbor to the east.

Location: Map Grid D6

Vehicles:

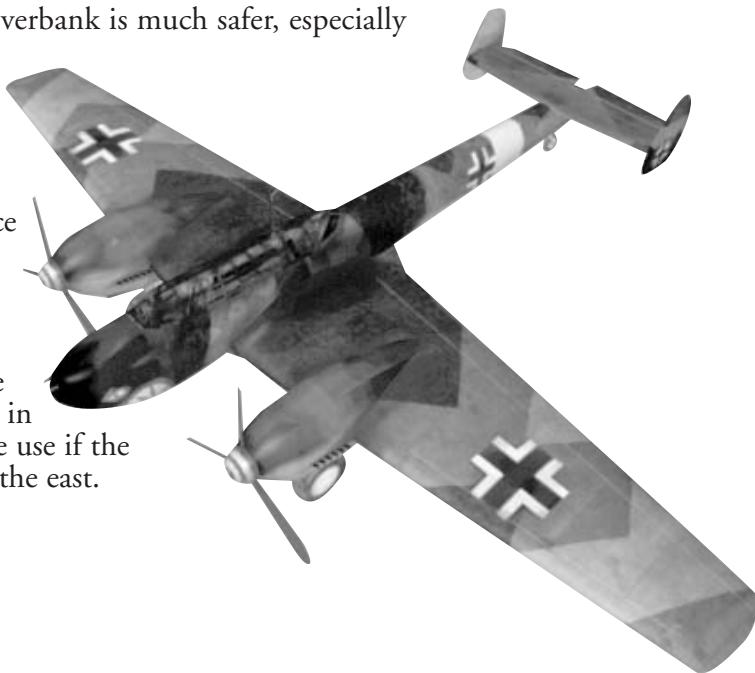
- 1 Light Tank (M3 Grant or M11-39 Carro Armato)
- 1 Artillery (M7 Priest or SdKfz.124 Wespe)
- 1 APC (M3 Half-Track or Hanomag Sdkfz.251)
- 1 Car (Willys Overland Jeep MB or VW Type 82 Kübelwagen)

Defensive Features:

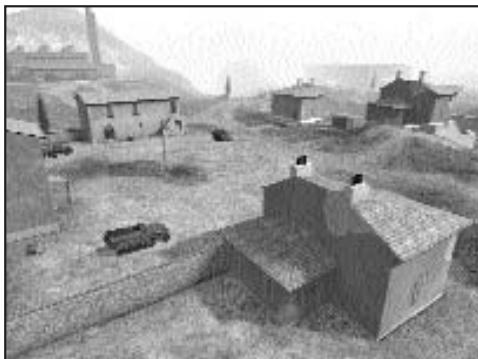
- 2 Machine Guns

Other:

- 1 American Flag (CTF)
- 1 Ammo Box
- 2 First Aid Crates



The Axis Base



Like the Allied Base, this control point is in a small villa. The river is to the north, and the Axis Train Station control point is on the opposite bank. This can be a strength as well as a weakness. If the Train Station falls into enemy hands, the base is open to attacks from both north and east. If this happens, the two bridges to the north can be used as chokepoints and the two machine guns cover the approaches to the east.

Just east of the base, the main road along the west bank turns south toward the Bunker control point. Use this 90-degree crook in the road to your advantage when defending.

Place tanks and anti-tank infantry along the road southwest of the machine gun position. As enemy forces make the turn from the south, ambush them at close range. This is a good way to score side hits on enemy armor attempting to negotiate the turn.

The buildings within the villa also provide good ambush spots should the enemy break through. Deploy mines and other traps as needed.

Location: Map Grid C4

Vehicles:

1 Light Tank (M11-39 Carro Armato or M3 Grant)

1 Artillery (SdKfz.124 Wespe or M7 Priest)

1 APC (Hanomag Sdkfz.251 or M3 Half-Track)

1 Car (VW Type 82 Kübelwagen or Willys Overland Jeep MB)

Defensive Features:

2 Machine Guns

Other:

1 Italian Flag (CTF)

1 Ammo Box

2 First Aid Crates



Control Point A: The Axis Train Station



Because it's filled with valuable vehicle spawn points, the Italians want to hold this control point at all costs. Not only does it provide access to an airstrip, but it also holds a spawn point for the Sturmgeschutz tank destroyer.

As long as the Italians hold the Axis base to the south, the only threats come along the main road to the east or along the river. Keep watch for American Higgins boats coming up the river and docking next to your own LCVPs to the west.

The control point sits east of the covered train station among rail cars. This is easily defended; place soldiers inside the train station and around the crates and boxcars surrounding the flagpole.

The airstrip lies to the north and is somewhat isolated from the rest of the control point. This helps protect your aircraft from errant tank and artillery shells, but can make for a long hike if you spawn near the river. The Repair Hangar is positioned at the west end, so the airstrip only permits takeoffs and landings from its east end. If you need ammo or health, check out the Repair Hangar and Train Station for logistical goodies.

Location: Map Grid C3

Initial Control: Italian

Vehicles:

1 Tank Destroyer (M3 GMC or Sturmgeschutz)

1 Light Tank (M3 Grant or M11-39 Carro Armato)

1 Car (Willys Overland Jeep MB or VW Type 82 Kübelwagen)

1 Fighter-Bomber (Mosquito or BF-110)

2 LCVP (LCVP Higgins Boat or Italian LCVP)

Defensive Features:

1 Machine Gun

Other:

1 Repair Hangar

4 Ammo Boxes

2 First Aid Crates

2 First Aid Cabinets



Control Point B: The Bunker



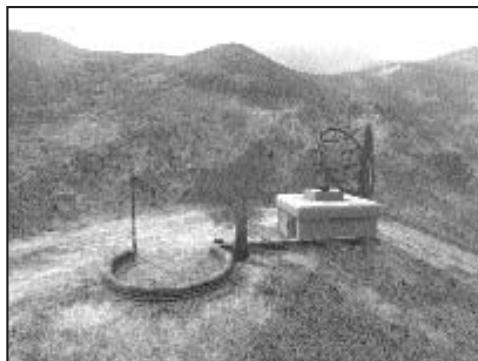
It's easy to overlook the significance of the Bunker, which has no vehicle spawn points and seemingly bland defenses, but it's one of the strongest defensive positions on the map. The point is about halfway between the Allied and Axis bases, giving both the Italians and the Americans a good chance of taking control at the outset.

The side that controls this point has a dominating presence on the west side of the river. To the east and slightly below the Bunker are the flagpole and a mounted machine gun behind some sandbags.

The real defensive strength is the Bunker. Its machine gun is capable of covering the road along the west bank in both directions. Infantry attempting to move down this road doesn't stand a chance. It's also possible to hit the island's AA gun positions and enemy troops on the other side of the river.

Supplement the Bunker's defenses by placing scouts and other troops inside. An Ammo Box and a First Aid Crate are in the rear, so defenders have little reason to leave. Flanking maneuvers are possible, however, especially along the south side. Keep an eye on the back door, just in case.

Control Point C: The Radar Bunker



Location: Map Grid D5

Initial Control: Neutral

Vehicles:

None

Defensive Features:

2 Machine Guns

Other:

1 Ammo Box

1 First Aid Crate

The Radar Bunker is just across the river from the Bunker control point. Its defenses aren't quite as impressive, but it does have a light tank spawn point.

The radar station building is a square concrete building with no viewports and an entrance along the north side—not very useful for defense. Outside, a sandbag wall and two mounted machine guns offer some protection and striking ability. But snipers and other troops usually gun down machine gun operators.

Assault soldiers and medics are best for defending this point, but they must stay low and concealed to remain safe. Engineers can mine the access points along the main road to the west, but make sure your team is aware of them, and don't box in the light tank.

A secondary cliff side road leads northwest from the control point toward the Axis Train Station. This road eventually connects into the main road near the east bridge. Like the elevated road near the Bunker, this road is narrow and risky for vehicles. Watch your speed! The path also makes a great spot for anti-tank soldiers to set up ambushes on enemy tanks traveling the road below.

Control Point D: The Allied Harbor



The Allied Harbor is essentially a mirror of the Axis Train Station, with identical vehicles and equipment. It's also on the east side of the river, just across from the Allied Base.

Two bridges to the west connect these two crucial Allied control points. In the river below, a couple of Higgins boats can move troops up the river. Enemy troops also can use the boat docks, so keep an eye on the river.

At the far south end of the control point (near the ocean) are two huge cranes. Both can be used to position scouts for sniping. It's a long climb to the top, but the vantage point is worth it. You won't find much use for these positions, however, unless the control point or nearby Allied Base is under enemy attack. If you're in doubt about which crane is best, choose the west crane—it has an Ammo Box at the top.

Location: Map Grid E6

Initial Control: American

Vehicles:

1 Tank Destroyer (M3 GMC or Sturmgeschutz)

1 Light Tank (M3 Grant or M11-39 Carro Armato)

1 Car (Willys Overland Jeep MB or VW Type 82 Kübelwagen)

1 Fighter-Bomber (Mosquito or BF-110)

2 LCVP (LCVP Higgins Boat or Italian LCVP)

Defensive Features:

1 Machine Gun

Other:

1 Repair Hangar

4 Ammo Boxes

2 First Aid Crates

2 First Aid Cabinets

Off to the east is the airstrip and Repair Hangar. Aircraft must take off and land using the south end of the airstrip. The Repair Hangar blocks the north end, just as it does at the Axis Train Station. Shortly after taking off, you have to bank hard right or left to stay within the map's boundaries. Banking right is easier because it puts you over the ocean instead of the steep rocky cliffs.

Allied Strategy



Use the Jeeps to grab the two neutral control points.

At the Bunker, all they have to do is mine the main road along the river. But at the Radar Bunker, the engineer must worry about both the upper and lower roads. Place two mines on each road.

While your advance teams secure the control points, move armor forward along both sides of the river to help reinforce the newly captured points. The next objective is to secure the island in the river. Use Higgins boats from the Harbor to do this. Alternatively, soldiers from either the Bunker or the Radar Bunker can simply swim to the island.

Use the north AA gun, which has a clear view of both roads, to fire on incoming enemy troops and armor. Use the south AA gun to deal with enemy aircraft. If you create a line of defense in front of the middle control points, you can contain the Italians to the north.

The general battle plan for Anzio is to grab the two neutral control points and hold on to them while the enemy's tickets tick down. For the Allies, this means sending Jeeps to the Bunker and Radar Bunker control points as soon as the game begins. Jeeps are available at both the Allied Base and the Allied Harbor, allowing simultaneous advances along both riverbanks.

Load each Jeep with an engineer and an anti-tank soldier. While the anti-tank soldier captures the control point, the engineer can begin laying mines on the access points.



Take control of the island and use the AA guns to hinder air attacks.

When the only two AA guns on the island are under Allied control, send your Mosquito in to harass the Train Station and Axis Base. Keep an eye on the mini-map to avoid friendly fire incidents. Hold your defensive line and wait for the Italian ticket count to reach zero.

Axis Strategy



Use the Sturmgeschutz tank destroyer to score devastating side hits on enemy armor across the river.

roads on either bank. Use a scout to call in coordinates while keeping the Wespe back at a safe distance.

Keep reinforcing your lines with fresh infantry and use engineers and the half-track to keep your armor healthy and well supplied during the siege.

TIP

The wooden fortifications along the roads provide excellent protection for infantry and armor.

the control point. If you take the Allied Harbor, taking the Allied Base shouldn't be too hard, because you can pinch it from the north and east.

The best tactic is to hold back and let the Americans bring the fight to you. If you press beyond the Bunker positions, you risk spreading your forces too thin and making an American breakout attempt easier. The constant ticket drain slowly eats away at American reinforcements, resulting in an Axis victory.

The Italians should follow the same basic plan as the Americans. Start by sending Kübelwagens to the two neutral control points. Mine both roads in front of the control points and the upper road leading to the Bunker. Meanwhile, establish a line of armor and infantry to bolster your defenses.

Take the island and use the AA guns to engage enemy ground targets on either bank. The machine guns in the LCVPs can assist while the BF-110 moves in to attack the American vehicle spawn points at the Allied Base and Allied Harbor.

The Wespe can be incredibly effective when used to bombard one of the narrow

If the opportunity arises, rush in and capture the Allied Harbor. A couple of Kübelwagens should be able to rush past any defenses and capture

Anzio Tactics

The Armor Support Team



Your vehicles should always advance with infantry support.

turret mounted in each tank. Unlike some tanks, these turrets protect the gunner in all directions, so you needn't worry about becoming everybody's favorite target.

These guns don't overheat, either. Fire away, but watch the ammo count. Bring along a few assault soldiers and medics to deal with enemy troops that get too close. Have an engineer to keep the tank in top condition.

Flak Island

The island at Map Grid E4 holds the only AA guns, making it a valuable piece of territory for both sides. Not only does this piece of land provide protection from devastating air attacks, but its AA guns also can wreak havoc on troops and armor moving along the nearby roads. Another reason for capturing the island, then, is to prevent the enemy from getting its hands on those AA guns.

An LCVP is the most obvious choice for getting to the island, but the easiest way to get there is to swim across. The distance isn't that great, so you aren't vulnerable for too long...at least till you get onto the island.

Armor and infantry should always advance as a combined unit, but this is even more important with the tanks in Anzio. Both the M3 Grant and the M11-39 Carro Armato are decent tanks, but they're unable to lower their guns. This means that enemy troops can sneak below their vertical firing arc. Their lack of coaxial machine guns exacerbates this problem.

You need foot soldiers to pick off enemy troops that get too close. The only other alternative is to back up to bring enemy infantry into your crosshairs—not a great tactic during an assault.

It's important to keep the upper gun



Once the island is secure, watch for enemy troops attempting to swim across. Hit them while they're still in the water.

The island has little to offer for protection, so stay low if you're not behind the controls of one of the AA guns. The center of the island has an Ammo Box, but there are no medical supplies. A medic comes in handy, as does an engineer.

The enemy won't ignore these guns for long, especially if you start laying waste to their armor. Keep the guns healthy with frequent repairs. If you're low on defenders, operate one gun at a time and have one soldier keep watch on the island's perimeter. If enemy troops are swimming to the island, hit them in the water—they're slow and they can't shoot back.

LCVPs also pose a threat, but they're vulnerable. A couple of anti-tank rockets or even small arms fire can send these transports to the bottom. Respond to the threat before they get too close.

Landing for Repairs

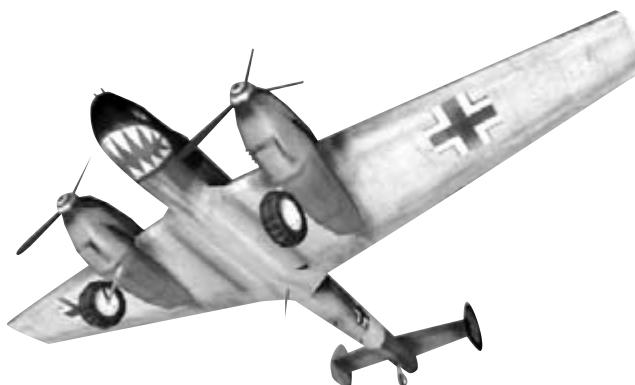


Once you land, continue taxiing into the Repair Hangar.

By the time your plane comes to a complete stop your plane should be repaired. Carefully back it out of the hangar and turn it around to take off again.

The airstrips at the Axis Train Station and the Allied Harbor are short, considering the relatively large fighter-bombers they service. Taking off isn't difficult, but landing is a different story. Land only for repairs—you can rearm your plane by simply flying low over the runway.

Landing is possible only from one direction. Line up your plane so you can hit the runway and continue taxiing into the Repair Hangar at the end—watch the clearance on the wings at the hangar opening. Cruising directly into the hangar gives you more space to stop, and the repair process begins as soon as you enter.



River Patrol



The LCVP's machine gun makes it useful as a patrol boat.

Keep moving—LCVPs are big targets and haven't much armor. If you keep an engineer onboard, he can repair the damage while you pilot the boat to safety.

Turning around in the river is nearly impossible. For Italian boaters heading south, it's easiest to go all the way down the river and out to the ocean. Northbound Americans have it a little harder. The best place to turn around and head south is between the Axis Base and Train Station. Here, the riverbanks are shored up by vertical stone walls. You bounce around quite a bit while turning around, but you won't get stuck.

In addition to harassing enemy troops along the riverbanks, an LCVP's machine gun is also useful for engaging enemy aircraft, especially if your team does not have control of the island. Consider keeping one craft parked near your base or area of operations as a simple air defense.

Use LCVPs to make a quick assault on the enemy's rear area, too. Italians can load up a landing craft and race down the river to the south. When you reach the ocean, turn right and head west to a stairway. Open the ramp so it is at the base of the stairs and then head north to capture the Allied base from the rear. Americans can head up the river and then beach on the right side after passing the stone walled areas beyond the last bridge. From here, capture the Airfield quickly and then advance.

Each assault team should have at least two soldiers who can capture and hold the control point until other teammates spawn and support them. Taking a control point in the enemy's rear seriously hinders your foe's advance and eliminates spawn points for their vehicles and aircraft.

TIP

To move freely within the cargo hold of an LCVP, press **3** to become a passenger, then press **E**. This lets you move around, shoot, and conduct repairs while the boat is moving.

Admittedly, the LCVPs are a somewhat unusual addition to this map, but you can put them to good use. Their mounted machine guns make them a useful weapons platform. Just cruising down the river, you're bound to find some good targets to strafe.

In such a confined space, keep the LCVPs away from the riverbanks. Even slightly hitting land puts a quick end to your little river run. Watch your speed around turns and at the island where the waterway narrows and splits.

Keep moving—LCVPs are big targets and haven't much armor. If you keep an engineer onboard, he can repair the damage while you pilot the boat to safety.

BATTLE FOR SALERNO

Historical Overview

On a cool September morning in 1943, Allied landing craft approached the sea town of Salerno, south of Naples. German firepower rained down before the assault craft reached shallow water.



The AT guns play a big role in the battle for Hill 424.

Description: Hill 424 and its bristling defenses dominate this map as Americans and Germans struggle for control in a deadly game of tug-of-war.

Conquest Map Type: Head-on map

Objective: Maintain control of more than half the control points on the map.

Available Multiplayer

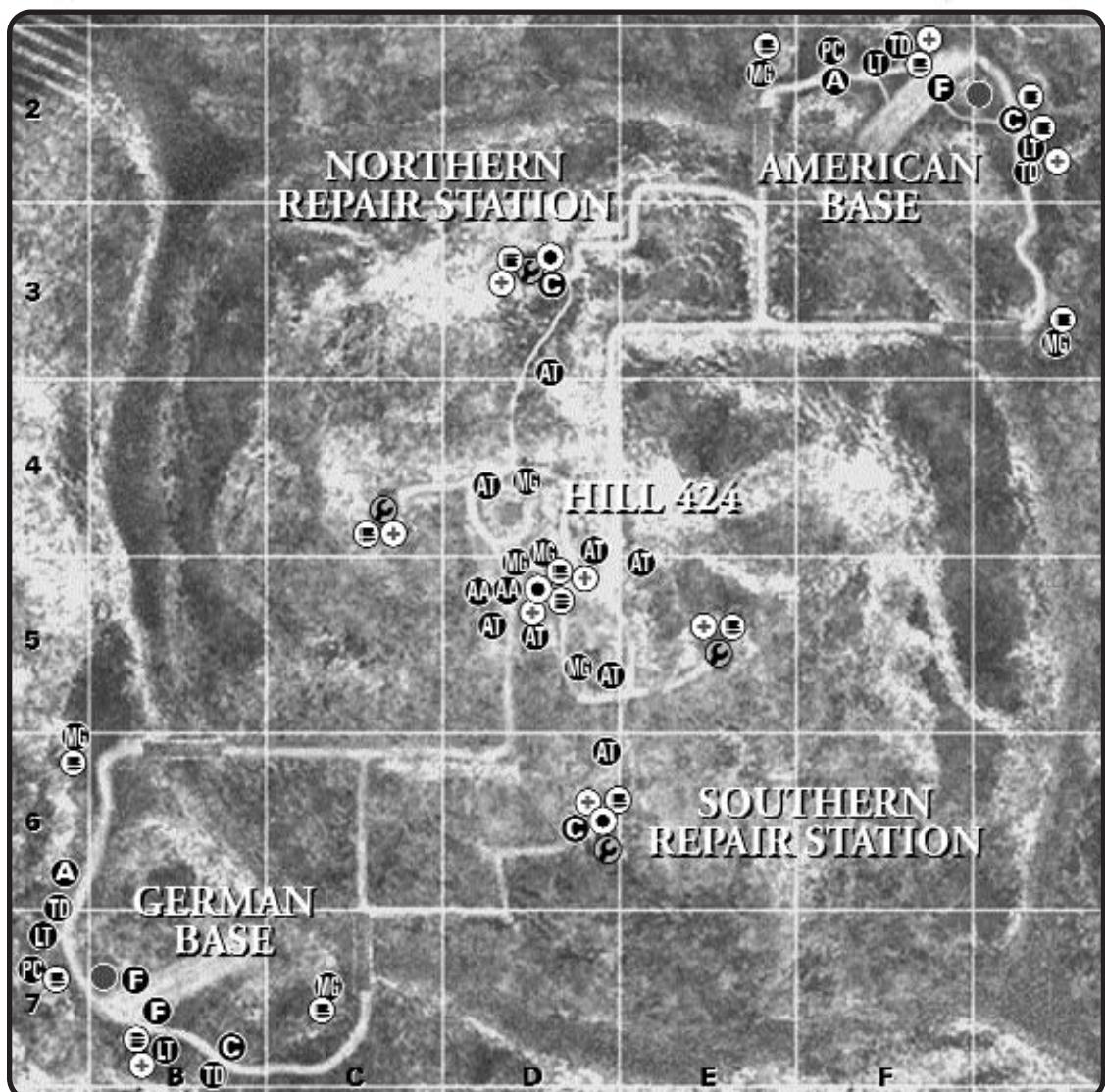
Games: Capture the Flag, Team Death Match, Co-op, Conquest

Summary

Salerno is a classic head-on map. Both sides rush to capture Hill 424 in the center. But there's a catch: Hill 424 does not have a spawn point. It has all the amenities of a defensive stronghold, but reinforcements must start farther down the Hill and climb their way to the top. This makes defense a bit tricky, requiring a more conservative approach.

In addition to the two Repair Station control points, there are two other Repair Platforms at Map Grids C4 and E5. Like their control point counterparts, these Repair Platforms each include an Ammo Box and First Aid Crate, making them nice rest stops during the difficult uphill advance.

But don't sit still for long—enemy pilots and AT gunners are looking for stationary targets to harass. As grueling as it is, constant movement offers your best chance of surviving the climb.



H Heavy Tank
 L Light Tank
 TD Tank Destroyer
 H Half-track
 C Car
 A Artillery
 F Fighter
 FB Fighter-Bomber
 DB Dive Bomber
 HB Heavy Bomber

D Destroyer
 AC Aircraft Carrier
 B Battleship
 LC Landing Craft
 S Submarine
 MG Machinegun
 AA Anti-Aircraft Gun
 CA Coastal Artillery Gun
 AT Anti-Tank Gun

ICONS

●	Base
○	Control Point
⊕	First Aid Cabinet/Crate
■	Ammo Box
◆	Repair Platform/Hangar

Bases & Control Points

American Base



The American Base is tucked away in the northeast corner of the map. A mountainous ridge guards its rear flank. Like all bases in head-on maps, this Base cannot be captured, but it should still be well defended to ward off air attacks.

With the exception of a Jeep or two, the other control points don't provide many vehicles, so keep the spawn points here defended with machine guns. The half-track can help.

Land assaults are unlikely, but the Base has two mounted machine guns near its two entrances, and each has an Ammo Box nearby. If enemy planes come in low enough, you can use these machine guns to hit them.

The U-shaped path through the Base cuts right through the airstrip in the center. Ground vehicles should always give taxiing aircraft the right of way, and whatever you do, don't park ground vehicles on the airstrip! The Base's west exit leads across a bridge. Use it to head for the North Repair Station control point and on to Hill 424's northwest entrance.

Use the east exit when advancing directly on Hill 424's northeast entrance. Always send armor along this path because it's wide and relatively straight, making for a much faster route to the top of the Hill.

Location: Map Grid F2

Vehicles:

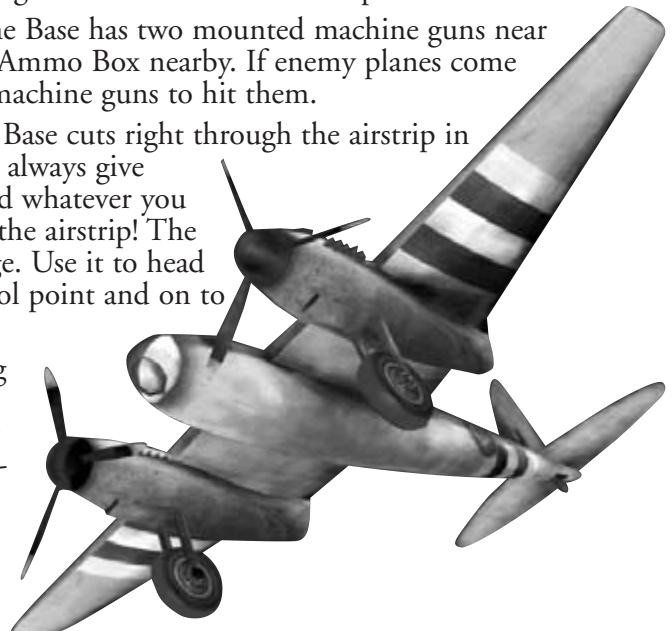
- 2 M3 Grant
- 2 M3 GMC
- 1 M7 Priest
- 1 M3 Half-Track
- 1 Willys Overland Jeep MB
- 2 P-51 Mustang

Defensive Features:

- 2 Machine Guns

Other:

- 1 American Flag (CTF)
- 5 Ammo Boxes
- 2 First Aid Crates



German Base



Located in the map's southwest corner, the German Base is a mirror image of the American Base. The positions of the buildings, vehicles, and other features are nearly identical. Like the Americans, the Germans have to keep an eye out for enemy aircraft—clusters of Axis vehicles draw P-51s in for frequent bombing and strafing runs.

Mounted machine guns that guard the Base entrances can be used for defense if the enemy planes fly low enough. If you don't need the half-track elsewhere, use its machine gun to engage enemy aircraft.

Because of the large mountain to the southwest, your own aircraft have to make approaches from the northeast to land and restock ammo. Watch out for vehicles that might be in the way.

Use the Base's east path when taking the South Repair Station. From there, German forces can advance on Hill 424's southeast entrance. The Base's west path is a direct route to Hill 424's southwest entrance. Use this path when you need to get to the top of the Hill quickly.

Location: Map Grid B7

Vehicles:

- 2 M11-39 Carro Armato
- 2 Sturmgeschutz
- 1 SdKfz.124 Wespe
- 1 Hanomag Sdkfz.251
- 1 VW Type 82 Kübelwagen
- 2 Messerschmitt Bf-109e

Defensive Features:

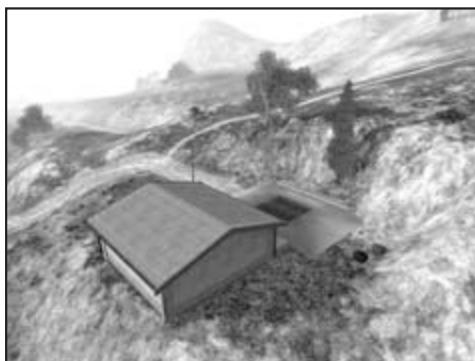
- 2 Machine Guns

Other:

- 1 German Flag (CTF)
- 4 Ammo Boxes
- 1 First Aid Crate



Control Point A: The North Repair Station



Because of its close proximity to the American Base, it's safe to assume that this Repair Station will be held by the Americans. It hasn't much defensive or offensive strength, but holding this control point provides a spawn point close to Hill 424.

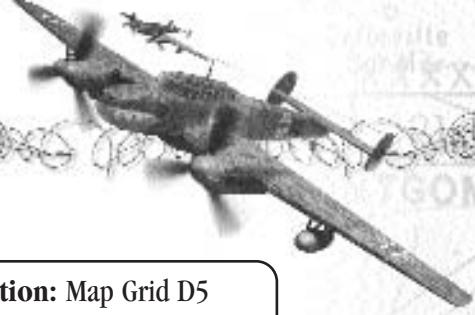
The zigzagging road leading up to this control point from the north makes it difficult for some vehicles to approach—a consideration for potential German defenders. The continuing path to the south moves straight up the Hill and into the Hill 424 compound. This path branches just before the Hill and heads west toward another Repair Platform at Map Grid C4.

The only defensive element at this control point is the AT gun positioned to the south, aiming directly at Hill 424. From this position, the gun can hit vehicles moving out of the southwest entrance, the opposing AT gun on the Hill, and the square bunker within the complex. However, this gun can't pivot to hit another AT gun on the Hill near the southeast entrance, so watch out for incoming shells from this direction.

TIP

The car that spawns on the Repair Platform is useful for staging high-speed raids on the Hill.





Control Point B: Hill 424



With six well-defended entrances and steep cliffs, Hill 424 is a great defensive position. As a control point, its only weakness is that troops cannot spawn here. That means soldiers from both sides must advance up the Hill from their respective bases or from the nearby Repair Station control points.

The Hill is approachable from the north and south along a few narrow dirt roads leading into three access points on each side. Covering these approaches are a total of six AT guns (three on each side) and two machine guns (one in each square bunker). Each AT gun has a limited firing arc, so all three must be manned to adequately cover one side.

Use the bunker-mounted machine guns as well. The bunker on the southeast side of the Hill provides a great view of the South Repair Station control point, giving you the opportunity to gun down enemy troops shortly after they spawn.

At the top of the Hill, a radar bunker is partly surrounded by sandbags. The control point's flagpole stands nearby, flanked by two AA guns. As expected, these dual AA guns can make quick work of enemy planes and any enemy armor storming up the Hill. But their closeness to each other makes them vulnerable to bombing runs, so keep some engineers nearby to keep them up and running.

Engineers are useful for making repairs on damaged equipment and for preventing enemy vehicles from making it to the top of the Hill. If you don't plan to advance past the Hill, mine all three entrances along the enemy's side. At the very least this slows down enemy vehicles and lets your infantry attack them at close range.

Location: Map Grid D5

Initial Control: Neutral

Vehicles: None

Defensive Features:

6 AT Guns (25 pdr. or PAK 40)

2 AA Guns

4 Machine Guns

Other:

2 Ammo Boxes

2 First Aid Crates

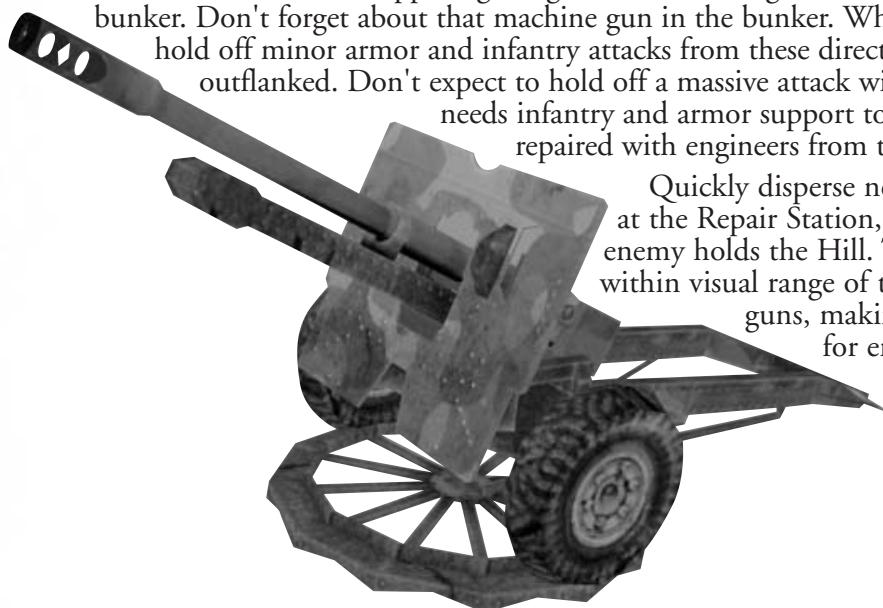
Control Point C: The South Repair Station



The South Repair Station control point is identical to the one in the north. It's closest to the German Base, however, and thus is a key staging area for Axis forces during the assault and defense of Hill 424.

The nearby road heads north directly into the Hill compound through its southeast entrance. East of the Hill is another repair platform at Map Grid E5 where attackers can repair, heal, and stock up on ammo.

Just north of the control point is a defensive AT gun. This gun can hit the middle and east entrances as well as the opposing AT gun on the Hill right next to the square concrete bunker. Don't forget about that machine gun in the bunker. While this AT gun can hold off minor armor and infantry attacks from these directions, it can easily be outflanked. Don't expect to hold off a massive attack with this gun alone. It needs infantry and armor support to survive. Keep it repaired with engineers from the Repair Station.



Quickly disperse new troops that spawn at the Repair Station, especially if the enemy holds the Hill. The spawn point is within visual range of two of the Hill's guns, making it a juicy target for enemy gunners.

Location: Map Grid D6

Initial Control: Neutral

Vehicles:

1 Car (Willys Overland Jeep
MB or VW Type 82
Kübelwagen)

Defensive Features:

1 AT Gun (25 pdr. or PAK 40)

Other:

1 Repair Platform
1 Ammo Box
1 First Aid Crate

Allied Strategy



Send a single M3 Grant to capture the North Repair Station while the rest of your forces advance on Hill 424.

control point just yet. Stopping the German advance is the first priority. Once the paths are properly mined, send one engineer to grab the control point. This causes the AT and AA guns to spawn into place. Man the guns and wait for reinforcements. The P-51 Mustangs can really help out here by bombing the roads leading up the Hill. Any delay of the Germans gives your side a significant advantage.

Meanwhile, move the bulk of your force to the top of the Hill via the easternmost route. Be sure to load the half-track with infantry because they're needed at the top to man the AT and AA guns.

While everything else moves to the top of the Hill, send one M3 Grant to capture the North Repair Station control point, then move the M3 Grant up the Hill. At the top of the Hill, man all three south-facing AT guns as well as the more central AA guns.

Always keep a few troops near the radar bunker. They can spot and engage enemy troops pouring in along the flanks. Let the Germans have the South Repair Station and use the AT guns and the bunker-based machine gun to attack their troops as they spawn.

Taking Hill 424 is the decisive factor in winning this battle, but you must do more than just capture it. Once it's secured, the Americans have to fortify and defend the Hill against an onslaught of German armor and infantry.

Don't look too far ahead—you have to get there first. Short of ditching a P-51 and parachuting down, the quickest way onto the Hill is the Jeep. At the Base, load the Jeep with a couple of engineers and send them up the east path toward the Hill. Upon arrival, they should quickly mine all south access points—use a couple of mines per road.

Don't take the time to capture the control point just yet. Stopping the German advance is the first priority. Once the paths are properly mined, send one engineer to grab the control point. This causes the AT and AA guns to spawn into place. Man the guns and wait for reinforcements. The P-51 Mustangs can really help out here by bombing the roads leading up the Hill. Any delay of the Germans gives your side a significant advantage.



Once Hill 424 is secured, use the AT guns to shell the South Repair Station.

When the Hill is secured, the strategy turns to one of maintenance and logistics as you fight to keep control. Continue placing fresh mines along the access points and have your engineers check up frequently on the health of each gun.

Use the half-track as a taxi to ferry troops to the Hill from the North Repair Station. Keep moving armor and other vehicles from the Base up to the front. Defending the Hill requires teamwork and players who are willing to fulfill some relatively unglamorous jobs. But by holding the Hill and the North Repair Station, you cause the German tickets to begin ticking away, resulting in an Allied victory.

Axis Strategy



Get your planes up in the air quickly and use them to strike American forces on the north side of the Hill.

TIP

When advancing up the Hill in tanks, avoid shooting duels with the AT guns. Instead, keep moving. The closer you get, the less likely they're able to engage you because their guns can't tilt down enough. Get your revenge by flanking them on top of the Hill and blasting them from behind.

The Germans could succeed with the same basic strategy as the Americans. But one minor element makes holding just two of the control points a bit harder. The north-facing AT guns on the Hill and the machine gun in the bunker have a slightly harder time hitting the Allied spawn points at the North Repair Station. This gives the Americans the opportunity to disperse rather quickly and attack the Hill from multiple directions.

This can be tough to defend against, especially when your own troops can't spawn on the Hill. The Germans are better off capturing all three control points and containing the Americans to their Base in the north, using the two bridges leading out as chokepoints.

Start by sending a couple of engineers in a Kübelwagen to secure the Hill, then follow with armor and infantry. Take control of the South Repair Station while your troops take up defensive positions atop the Hill. Wait for the Americans to stage a concentrated attack, and then repel it with the AT guns and your aircraft.

When the action calms down, launch a counterattack on the North Repair Station. Although tanks can be helpful, a group of infantry can usually take this point with few problems. Start throwing grenades down at the control point while you move in from the southwest—they probably won't expect an attack from this direction. Quickly capture the control point before more American troops can spawn.



The Sturmgeschutz is great for clearing enemy armor off the Hill.

When you hold all three control points, the Americans can spawn only at their Base. Use your Wespe and fighters to pound the two bridges and P-51 spawn points to lock the Americans in. If possible, send a couple of engineers in a Kübelwagen to mine the roads near the bridges.

Then line your tanks up so they can fire down on the American Base and spawn points. Use nearby Repair Platforms to repair damaged tanks and return them to the siege. But play it safe by leaving a few troops behind to guard each control point—American troops may try to swim across the river and sneak into an undefended control point.

But if you keep your siege line repaired and supplied, using the half-track, you should be able to pound the Americans into submission within a matter of minutes.

Salerno Tactics

Scorched Earth on Hill 424

When defending Hill 424, plan for the worst. In this case it means losing the Hill to the enemy and having to stage a counterattack. You can make that second climb up the Hill a little easier.

When you first take the Hill, use an engineer to plant explosives beneath all the guns that could be used against your impending counterattack. For the Americans, this means placing charges under the three AT guns on the north side. German engineers should place charges under the three south AT guns. One charge per gun is enough, but make sure the charge is directly beneath the gun's carriage to maximize damage while concealing the explosive pack.

Place charges on the two AA guns near the radar bunker, too. Place one on each gun and another between them for good measure. If you run out of charges, pick up more from the nearby Ammo Box. If you did everything right, you should have six explosive charges in place. But don't blow them yet.



Destroying the opposing AT guns leaves the Hill open for an attack.

The engineer who placed the charges is the only one who can detonate them, so it's imperative that he stay alive. If you want to play it safe, move this engineer back to a controlled Repair Station. From there, the engineer can monitor the progress of the battle on the map and blow the charges if the Hill changes hands. Make sure a counterattack is under way before doing so.

After the charges detonate and destroy the guns, you have a short time before they respawn. The AA guns regenerate one minute after they've been destroyed; the AT guns take a minute and 20 seconds.

There's a slight risk in delaying detonation. Enemy engineers can remove the explosives. If they're hidden well enough, the enemy probably won't even notice them, let alone note their significance. It's also good to wait until the guns are manned, so you can rack up kills for all your hard work. When the guns are destroyed, the Hill is open for assault.

Air Superiority



Intercept enemy aircraft. Depriving the enemy of their fighters gives your side a slight edge.

are none, two enemy aircraft are prowling the skies or have been destroyed recently. Finding enemy planes in the air is easy on this map: They're usually loitering over the Hill. To make dogfighting easier, turn the Nosecam on by pressing **F9**. This removes the cockpit surroundings and gives you a clearer view of the action.

Now line your plane up behind an enemy aircraft and try to center it within your crosshairs. It doesn't take many rounds to bring down an enemy plane, so open fire as soon as you line up the target. If the enemy begins to turn, stay ahead of him and unleash a burst of automatic fire in his flight path.

As soon as you chalk up a kill or two, proceed to the enemy's Base and destroy new planes as they spawn. Keeping the enemy out of the sky greatly enhances your team's chances of victory.

Aircraft are a great asset to both sides. But lining up bombing and strafing runs along the steep, crooked roads can be tough. Once tangled in close combat, you also run the risk of hitting your own troops.

When you can't find any viable ground targets to bomb, turn your attention to the enemy's airplanes, whether they're sitting on the ground at their Base or circling the battlefield. Many times dogfights are passed over in favor of picking out ground targets. But shooting down the enemy's plane is as useful as close air support.

First, fly over the enemy's Base to see how many planes are grounded. If there are none, two enemy aircraft are prowling the skies or have been destroyed recently. Finding enemy planes in the air is easy on this map: They're usually loitering over the Hill. To make dogfighting easier, turn the Nosecam on by pressing **F9**. This removes the cockpit surroundings and gives you a clearer view of the action.

TIP

The symmetry of the map can sometimes be confusing for pilots. Keep an eye on the mini-map to avoid bombing the wrong positions.

The Hills Have Eyes



From this spot at Map Grid F4, scouts can see Hill 424 and the North Repair Station.

The hill at Map Grid F4 provides an opportunity to spy on two of the three control points. Both Hill 424 and the North Repair Station are visible from this point, as is the American Base to the north. This makes the spot a bit more advantageous for the Germans.

Not only is this a great spot to scout for artillery, but it's also a near-perfect sniping position, providing a clear view of the top of Hill 424. To avoid drawing attention to yourself, move in on foot from one of the Repair Station control points. Circle around the northeast side of the hill to avoid detection.

Once you get there, slowly move up the hill and drop prone as you reach the crest. Crawl to the green shrub in the center and begin lining up your shots. This shrub offers no protection from enemy bullets, but it does break up your outline, making you more difficult to spot from a distance. Such shrubs can be found all over the map and provide great concealment as long as you're prone.

German scouts deal out serious damage from this position because they can hit American troops as soon as they spawn. But for American scouts, there's a nearly identical spot on the hill at Map Grid C5. This spot overlooks Hill 424, the South Repair Station, and the German Base to the south.

MONTE CASSINO

Historical Overview

In one of the hardest-fought campaigns of World War II in the west, four major battles were required to secure the Cassino massif and its famed monastery, thus opening Route 6: the Road to Rome.



The Monastery's hardened defenses make this night assault a tough task for the French troops.

Description: The Free French face an uphill battle to secure a hill and bombed-out Monastery in this night assault.

Conquest Map Type:
Assault map

Objective: As the attacker, the French must control every control point on the map. The Germans win if they are successful in holding the attackers at bay.

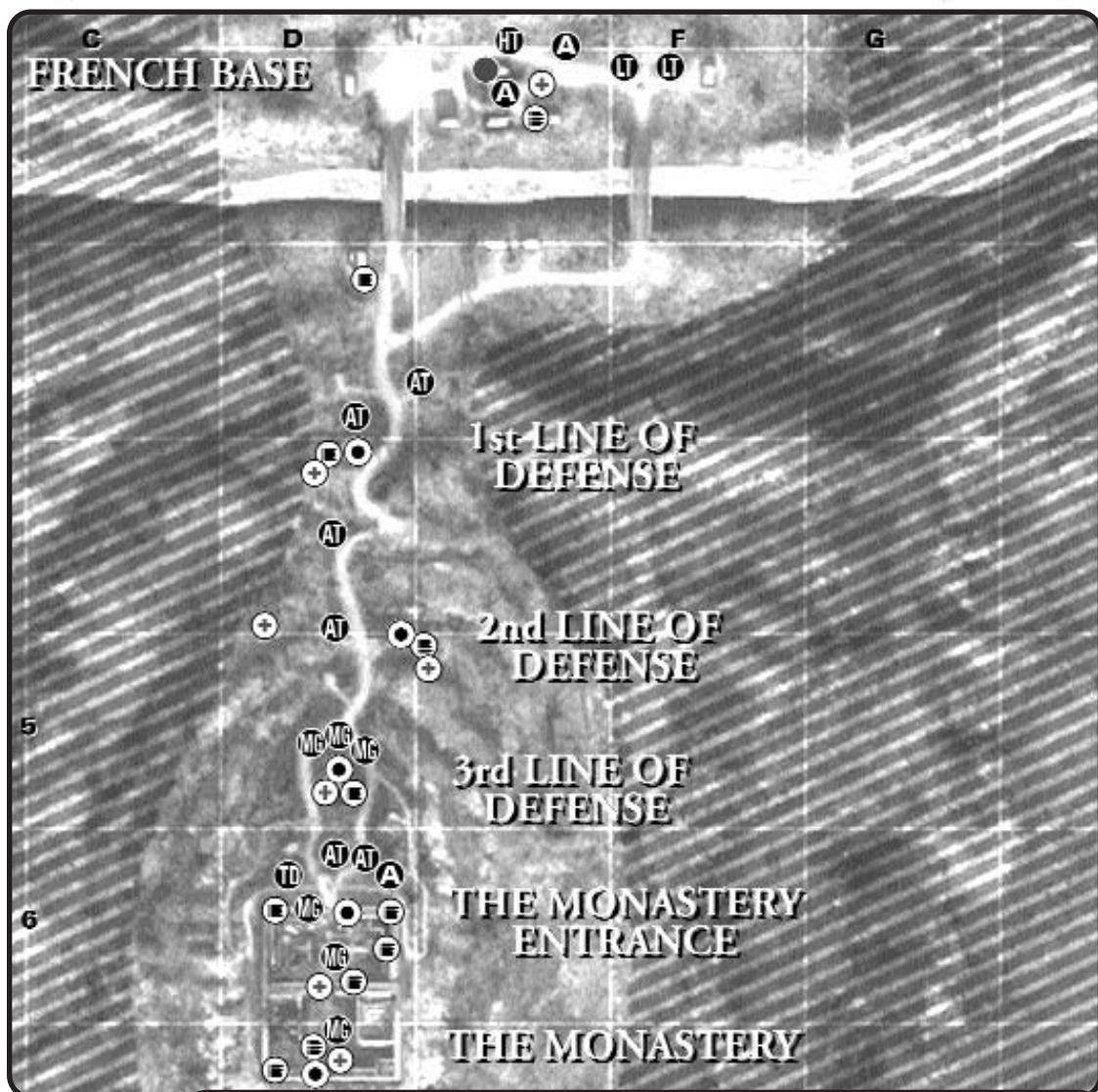
Available Multiplayer Games: Co-op, Conquest

Summary

Monte Cassino pits the Free French against the Germans in a classic frontal assault. Six PAK 40 AT guns heavily defend the terraced hill leading up to the Monastery. Each gun has a clear view of the north approach, making the French assault all the more difficult.

On this map, however, the AT guns don't respawn after they're destroyed, giving the French an incentive to hit them as early as possible. The weapons of choice for the French are the two M7 Priests. By pounding the German defenses, the French stand a chance of suppressing enemy fire long enough to advance on the lower control points.

Because of the back-and-forth fighting in well-balanced games, the battle rarely gets as far as the Monastery. Either side can expect a victory of attrition somewhere in the middle of the battlefield.



ICONS	
●	Base
○	Control Point
⊕	First Aid Cabinet/Crate
■	Ammo Box
■	Repair Platform/Hangar
HT	Heavy Tank
LT	Light Tank
TD	Tank Destroyer
HT	Half-track
C	Car
A	Artillery
F	Fighter
FB	Fighter-Bomber
DB	Dive Bomber
HB	Heavy Bomber
AT	Destroyer
AC	Aircraft Carrier
BS	Battleship
LC	Landing Craft
SB	Submarine
MG	Machinegun
AA	Anti-Aircraft Gun
CA	Coastal Artillery Gun
AT	Anti-Tank Gun

Bases & Control Points

French Base



More of a staging area than a real Base, the French Base has neither defenses nor many supplies. The vehicle spawn points are what really count. Of the five vehicles, the M7 Priests are the most valuable and the most vulnerable. Keep them out of sight of the German AT guns.

At the beginning, the French should keep the Priests back at the Base and rely on scouts for firing coordinates. Unless the Germans sneak across the river to the south, the Priests can fire on the German positions without fear of reprisal.

Choosing the correct road out of the Base is the key to beginning a successful assault. The west road leads across the bridge and directly up the hill. This is the quickest way to the first control point, but also the most dangerous. The two nearby AT guns are focused on the bridge and can hit anything that crosses it.

The east bridge is much safer because it's partly obscured by a hill to the south and the AT guns can't rotate enough to hit it. Infantry should always use this path. The east road allows French troops to move in much closer before exposing themselves to the full brunt of the German defenses. Stay along the base of the hill to approach and flank the first AT gun and nearby control point.

Location: Map Grid E2

Vehicles:

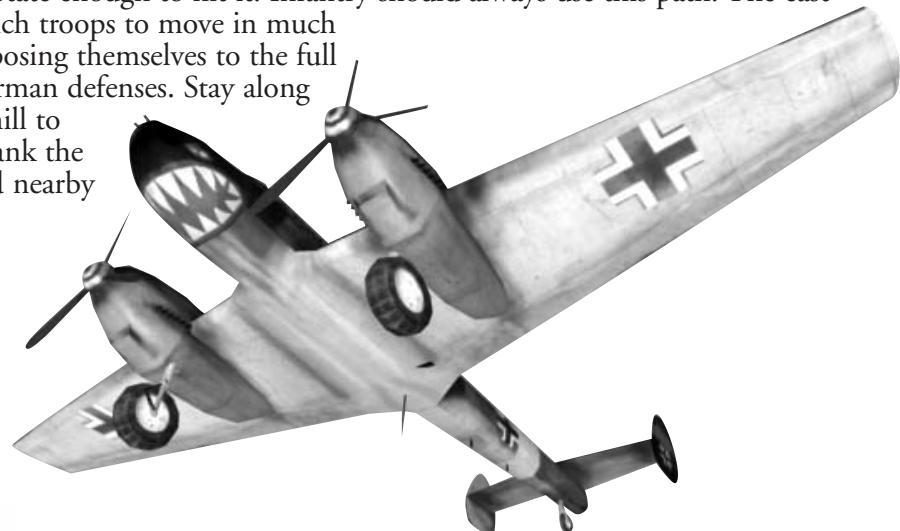
- 1 M10 Wolverine
- 2 M3 Grants
- 2 M7 Priest

Defensive Features:

- None

Other:

- 1 Ammo Box
- 1 First Aid Crate



Control Point A: First Line of Defense



German troops that spawn here at the beginning of a game have only a few seconds to prepare before Allied forces move across the bridges to the north and northeast.

The control point isn't anything more than a small wall of rock protecting the AT gun. An Ammo Box and First Aid Crate lie nearby. There's another AT gun to the northeast on the opposite side of the road. Together, these guns can cover the bridge directly to the north, but won't be able to rotate to hit the east bridge.

In the opening moments of the game, send engineers to mine the roads to the north. If they hurry, they can even place mines at the south bank of the west bridge. Engineers can hide behind the nearby building for cover and restock on mines at the ammo box. The longer the Germans delay the French advance, the better their chances of winning. So keep the AT guns firing and repaired at all times.

CAUTION There's a line of barbed wire in front of the control point's AT gun. It can be hard to see when moving quickly, so watch out.

Control Point B: Second Line of Defense



Location: Map Grid D4

Initial Control: German

Vehicles:

None

Defensive Features:

2 PAK 40

Other:

1 Ammo Box

1 First Aid Crate

The Second Line of Defense sits farther up the hill, looking down on the previous control point and the approaching road. It has no defenses next to the flagpole, but has an AT gun directly across the road to the west and another down the road to the north.

In the event that the First Line of Defense falls to the French, this control point becomes a key spawn point for German defenders. Using the short stone walls for cover, leap-frog your way to a suitable position. Crouching behind these walls isn't good enough—you must lie prone for complete concealment.

To bulk up the defenses, park the Sturmgeschutz (from the Monastery Entrance) in the middle of the road with the flag on its right and the AT gun on its left. The slight hill to the northeast and the tank destroyer's low profile help conceal it from the enemy until they round the corner to the north. This is a great way to score side hits on French tanks.

The Sturmgeschutz's machine gun also is great for mowing down enemy troops, whether they're coming straight up the hill or attempting flanking maneuvers. From this position it can also shell the First Line of Defense spawn points.

TIP

When using the Sturmgeschutz, park it on a slope facing down the hill. This lets you lower your weapons enough to fire down at enemies coming up the hill.

Control Point C: Third Line of Defense



Just below the Monastery Entrance, the Third Line of Defense poses an extremely deadly threat to the French infantry. The three machine guns at this control point are capable of targeting and hitting areas just north of the Second Line of Defense. What's more, each gun has close to a 180-degree firing arc, making flanking maneuvers against this position almost impossible.

They're most effective when engaging targets at long range, before the French troops can accurately return fire. But concealed enemy scouts can pick off the gunners relatively easily, and the guns themselves can be destroyed by heavier attacks. After the French take the First Line of Defense, this point should become the focus of future artillery strikes.

Location: Map Grid D5

Initial Control: German

Vehicles:

None

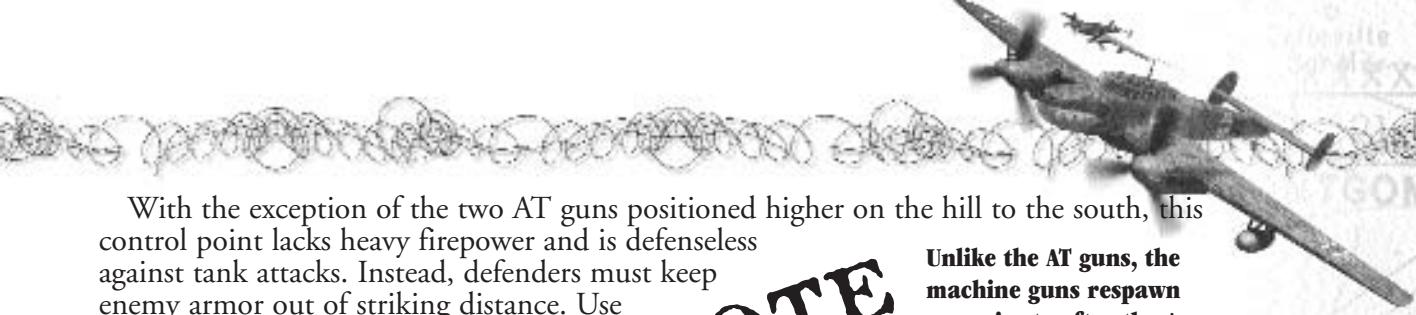
Defensive Features:

3 Machine Guns

Other:

1 Ammo Box

1 First Aid Crate



With the exception of the two AT guns positioned higher on the hill to the south, this control point lacks heavy firepower and is defenseless against tank attacks. Instead, defenders must keep enemy armor out of striking distance. Use engineers to mine the road to the north to keep enemy armor from directly engaging this control point.

Unlike the AT guns, the machine guns respawn one minute after they're destroyed.

NOTE

Control Point D: The Monastery Entrance



Of all the control points, the Monastery Entrance is the most heavily defended. This control point is broken up into exterior and interior areas. In front of the Monastery are two side-by-side AT guns. Although they look impressive, their close proximity to one another makes them susceptible to enemy shelling. The splash damage from one well-placed artillery round is enough to destroy them once and for all.

Furthermore, they don't provide much protection because they lack a long-range vantage point. Scoring a direct hit on nearby armor is difficult because the guns can't depress enough and often fire their shells over the tops of approaching tanks.

Along the Monastery's north-facing wall are the spawn points for the Wespe and Sturmgeschutz. These vehicle spawn points produce this German equipment regardless of who controls the point.

Location: Map Grid D6

Initial Control: German

Vehicles:

1 Sturmgeschutz

1 SdKfz.124 Wespe

Defensive Features:

2 PAK 40

2 Machine Guns

Other:

4 Ammo Boxes

2 First Aid Crates



The front courtyard of the Monastery Entrance offers plenty of good hiding places for defenders.

The large damaged archway, the most obvious way into the monastery, is covered by a machine gun nest just opposite this entrance. Some partly destroyed higher floors run along the inside of the north wall. Access the second floor to the west by climbing along the rubble-filled corner.

There you find several windows overlooking the Third Line of Defense. Follow a path around the south to access a stairway leading to the third floor. A mounted machine gun is partly concealed by a large tree outdoors. This position is great for gunning down French troops spawning at the previous control point.

The east side of the monastery is less damaged, with more complete second and third floors that can be accessed by a stairway on the far east side. In multiplayer Conquest games, the control point's flag is on the third floor, just above the entrance archway. It can be converted either by climbing to the third floor or by standing on the second floor just below the flagpole's position. The second spot is easier to get to and provides more concealment.

Control Point E: The Monastery



The back half of the Monastery is similar to the front half. It has a central courtyard surrounded by damaged walls. Along the north side is a tall, narrow hallway that separates the two areas. Each side has ladders leading to a third-floor alcove that overlooks both the south and north courtyards.

A large hole in the outer perimeter wall at the far west end of this hallway is a feature of significance to attackers and defenders alike. For the French attackers, this is the preferred entrance. German defenders must keep an eye on this area to prevent such an invasion.

At the south side of the courtyard, another machine gun nest faces north. Regardless from which direction the attackers enter, this gun is capable of hitting them.

In the far southeast corner of the courtyard, an enclosed staircase leads all the way to a third-floor walkway. In multiplayer Conquest games, the control point's flag is located here. You must cross a wooden plank spanning the damaged path to reach the flagpole.

Location: Map Grid D7

Initial Control: German

Vehicles:

None

Defensive Features:

1 Machine Gun

Other:

2 Ammo Boxes

1 First Aid Crate

TIP

There's a sizable hole in the outer wall of the Monastery's southwest corner. Rubble blocks entry into the courtyard, but it's possible to see through a window that overlooks the south courtyard. This concealed position can be useful for either attackers or defenders.

Allied Strategy



Use the M7 Priests to knock out the German PAK 40s from a distance.

TIP

To spot enemy soldiers in the darkness, watch for muzzle flashes. This is a good way to spot machine guns and other concealed enemies.

At the same time, advance troops and armor across the east bridge. If the guns aren't destroyed yet, hold the armor back near the buildings at Map Grid E3 and move forward with infantry along the east flank of the nearby gun. From here they can advance on the First Line of Defense control point and stop the ticket drain.

TIP

Avoid clustering your infantry along the roads. This just makes them easy targets for German artillery.

Although the Allies start out with more tickets, the uphill nature of the battle and initial ticket drain soon put the Free French troops at a disadvantage. They must quickly advance to the First Line of Defense control point to stop the ticket drain and establish a foothold on the hill.

The linear layout of the control points makes for a rather predictable battle plan—yet another advantage for the German defenders. But with proper use of artillery and coordinated attacks by armor and infantry, the Allies can systematically move up the hill one control point at a time.

First, go to work on the two AT guns near the first control point. Leave the M7 Priests back at the base and use scouts to spot these two positions. A couple of hits per gun should do the trick.



Once the First Line of Defense is secure, turn your attention to the next two control points. Stealthily move a scout or two north to spot the circular sandbag wall at the Third Line of Defense. Muzzle flashes from the machine guns usually make this easy to spot.

Call in an artillery strike on this position before commencing the second part of the assault. Continue shelling this area as your troops move north to capture the Second Line of Defense. Along the way, destroy any surviving AT guns with grenades or explosive packs from an engineer. Locked in a north-facing position, they won't do your side any good. They can't respawn, so destroying them prevents the Germans from using them in the future.

As the troops move forward, keep the armor a few yards behind the main advance and use the tank guns for support. Stop shelling the Third Line of Defense as your troops get closer and move in to capture it. Now call in an artillery strike on the Monastery Entrance.

If the Germans are still in the game, hold up the advance just north of the Monastery and create a line of armor and infantry facing south. The idea is to contain the Germans by laying siege to their stronghold. Make sure your tank guns can fire into the entrance, hitting the areas inside the first courtyard where enemy troops spawn.

If you contain the Germans to the interior, you can commandeer their vehicles, which spawn along the north wall. Keep an eye on the west side, where Germans can escape through a large hole in the wall. Seal off the exits and continually pound away at the defenders inside, and you should be able to wear down any remaining resistance. Whatever you do, don't enter the Monastery. It's a death trap for armor and infantry.

Axis Strategy



Use the AT guns to shell the west bridge as enemy troops and armor attempt to cross.

Even though they have significantly fewer tickets than the French attackers, the Germans stand a good chance of winning this battle. Whether the Germans can make good on that chance depends largely on their foe's ability to use artillery effectively.

Artillery poses the single largest threat to defending troops, and there's not much you can do about it as long as the French M7 Priests are out of visual range. Keep your troops spread out and well concealed.

TIP

Man the AT guns with engineers, who can repair them as they take damage. Always repair a gun in the prone position, staying concealed behind the low stone wall and safe from enemy snipers.

At the outset of the battle, your first priority is to keep the First Line of Defense (or any other control points) from falling into enemy hands. Spawn a mix of engineers and anti-tank and assault troops at this point and immediately move them north to set up traps and ambushes.

Make sure the two northernmost AT guns are manned, and start shelling the west bridge as enemy troops cross. Slowing enemy troops as they cross this bridge gives your engineers time to place mines and explosive packs along the south bank.

The east bridge can't be targeted by AT guns, so you need to use the Wespe to hit it. Have a scout provide targeting coordinates and keep the Wespe back near the Monastery while it shells away. To help out on the east bridge, move the Sturmgeschutz down the hill and position it southeast of the bridge, using the nearby buildings to protect its left flank. From here it can hit enemy troops and armor as they come across the bridge.

NOTE

It's possible for an aggressive forward defense to contain the French forces to the north bank of the river.

Eventually the two forward AT guns are destroyed, greatly reducing your chances of holding the enemy forces on the other side of the river. When this happens,

slowly retreat south near the First Line of Defense. Don't cluster your forces here. Instead, keep a couple of troops here to hold the control point while the rest of your force takes cover near the Second Line of Defense.

Then, concentrate artillery fire on the dirt road intersection at Map Grid D3 to help slow the enemy advance and disrupt any coordinated attacks approaching along the road. Use the other AT guns farther up the hill to lob shells down on incoming attackers.

If the First Line of Defense falls to the French, don't concentrate too much on defending the Second and Third Lines of Defense. Both are extremely susceptible to enemy shelling. The massive casualties you incur attempting to defend these points often result in a French victory.

Instead, withdraw behind the walls of the Monastery to make your last stand. Inside, your troops can find protection from the persistent shelling while setting up ambushes and other traps. If defended properly, the Monastery can be a tough nut to crack. Assuming the French have taken heavy losses en route, you should be able to finish them off here with little difficulty.



The machine gun nest at the Third Line of Defense is great for repelling infantry, but watch out for incoming artillery shells.

Monte Cassino Tactics

Monastery Defense



Position the Wespe so it has a good view of the Monastery Entrance.

Position the Wespe along the southeast corner of the north courtyard, where it can hit enemy troops infiltrating the front gate. Place the Sturmgeschutz along the middle hallway facing west. Not only does this completely block the hallway, but from here the Sturmgeschutz can also use its cannon and machine gun to cover the west breach.

The machine gun can also rotate to cover the main entrance to the north. With the Wespe positioned in the corner, keeping enemy troops and vehicles out of the Monastery should be easy. But for extra protection use mines and explosive packs near the main entrance. If a tank manages to break through, pelt it with grenades and anti-tank rockets to destroy it quickly.

Position soldiers of all types along the second and third floors. This keeps them relatively safe from incoming grenades that land on the courtyard floor. As the enemy troops close in on the front gate, pull back from the windows and aim for the main pathway leading into the front courtyard.

If you have soldiers positioned all around the front courtyard, you should be able to catch incoming troops in a lethal crossfire. When possible, stay prone or crouched to enhance concealment, and try to position yourself near Ammo Boxes for fresh supplies of ammo and grenades.

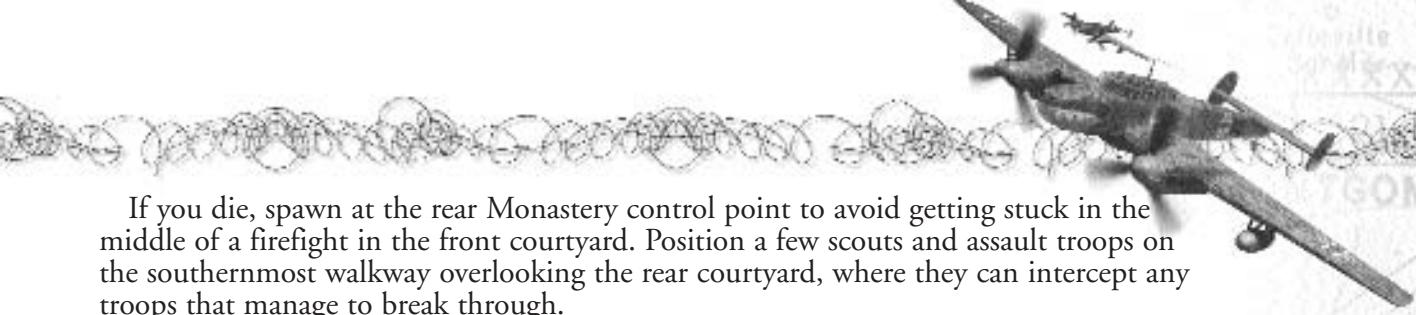
Holing up in the Monastery is a great way for German defenders to avoid the devastating effects of artillery while forcing the French to bring the battle to them. The interior side of the north wall provides multiple windows with views of the approaching road to the north.

From here, scouts and other defenders can pick off French infantry. This is particularly effective if the French start spawning at the Third Line of Defense. Use the machine gun on the third floor of the west side to gun down enemy troops as soon as they appear.

To bolster the interior defenses, move both the Wespe and Sturmgeschutz inside. Position the Wespe along the southeast corner of the north courtyard, where it can hit enemy troops infiltrating the front gate. Place the Sturmgeschutz along the middle hallway facing west. Not only does this completely block the hallway, but from here the Sturmgeschutz can also use its cannon and machine gun to cover the west breach.



The Sturmgeschutz's guns are great for covering the opening in the west wall.



If you die, spawn at the rear Monastery control point to avoid getting stuck in the middle of a firefight in the front courtyard. Position a few scouts and assault troops on the southernmost walkway overlooking the rear courtyard, where they can intercept any troops that manage to break through.

In multiplayer Conquest games, the French have to advance up stairways to convert the two control points. Use medics or assault troops to cover these staircases. Their automatic weapons make quick work of any invaders.

Artillery Operations



Leave your artillery pieces near their spawn points to keep them safe from attack.

Whether playing as the Germans or the French, effective use of artillery can play a big part in your victory. But the self-propelled guns won't do you much good if they get destroyed. To keep them safe, simply leave them back near their spawn positions. As long as they're held back from the front lines, they face no immediate danger of being destroyed. Use a scout or two to call in artillery strikes on certain hot spots.

Obviously, the French want to knock out the AT guns early in the battle, so these are the best targets for the two Allied M7 Priests. The Germans need to adjust their artillery spotting depending on the location of the French advance. Concentrate fire initially on one of the bridges. As the French move closer, target the main road leading up the hill. As control points fall into Allied hands, target them in an attempt to neutralize enemy troops as they spawn.

Pick out potential target areas by sitting back and observing enemy troop movements. On this map, the main north-south road is used by both sides and provides the greatest target opportunity. To maximize damage, just determine where the enemy is clustered.

The Sneak Assault in the Side Door

For the French, assaulting the hill to the Monastery can be dangerous and deadly. Those with daring and a desire to try something different can bypass the Second Line of Defense and take a pathway along the west side of the monastery.

This path begins in the northwest corner of D5 near a First Aid Crate. Hug the edge of the play area and head south. You're downhill and across a crest, and defenders usually can't see you. Continue to a lone tree, and then head east up the hill along a gully to the Monastery.



The path to the Monastery's west entrance begins here.

the southeast corner and climb up the stairs to the highest level.

Then make your way to the flagpole. This control point is extremely exposed and is best protected from the stairs or the machine gun nest below. Once the southernmost control point is captured, regroup—and maybe wait for some reinforcements to spawn—before going for the other Monastery control point. Use the machine gun nests as fire bases to cover the troops assaulting the next point.

This tactic can cause the Germans a lot of trouble, because they have the enemy both to the front and to the rear. Even if the rear team holds only the southernmost control point, they force the Germans to pull troops away from the front, giving the French troops coming up the hill an easier time.

It is important for the Germans to prevent the French from coming in through the side door. Keep an engineer at the rear control point in the machine gun nest. Plant lots of explosive charges around the entrance as well as in the corridor leading to the middle nest. Detonate them as the French enter the Monastery to set back their attack considerably.

Let others know what is happening, and you can catch the French attackers in a cross-fire from the north and south as they try to hold a position in the Monastery.

An entrance in the wall allows you access to the interior of the Monastery, and the Monastery control point is directly to the east. Enter and clear out the machine gun nest to the east of the entrance as well as the one near the Monastery control point at the south end of the map.

In the Co-op and single-player games, the control points are located at the machine gun nests. In the multiplayer Conquest games, control points are on the third floors of the Monastery ruins. You must take the rear control point first. To get to it, you must cross the courtyard to



Sidestep to make sure the entryway is clear before entering.

MONTE SANTA CROCE

Historical Overview

Monte Trocchio and Monte Santa Croce—among the strongest natural defensive positions in military history—were known as "million dollar hills" for the fields of view they offered artillery observers.



The imposing Monte Santa Croce overlooks the battlefield and is the map's key control point.

Summary

Unlike most maps, at Monte Santa Croce both sides start within striking distance of one another. But instead of exchanging shots across the river, both sides focus on seven control points scattered about the mountain to the south. All these points are neutral, and both sides want to capture them as soon as possible—making for an interesting race up the mountain.

Armor and artillery are effective in the open terrain to the north, but infantry offers more versatility for the close-combat encounters around the mountain's centralized control points.

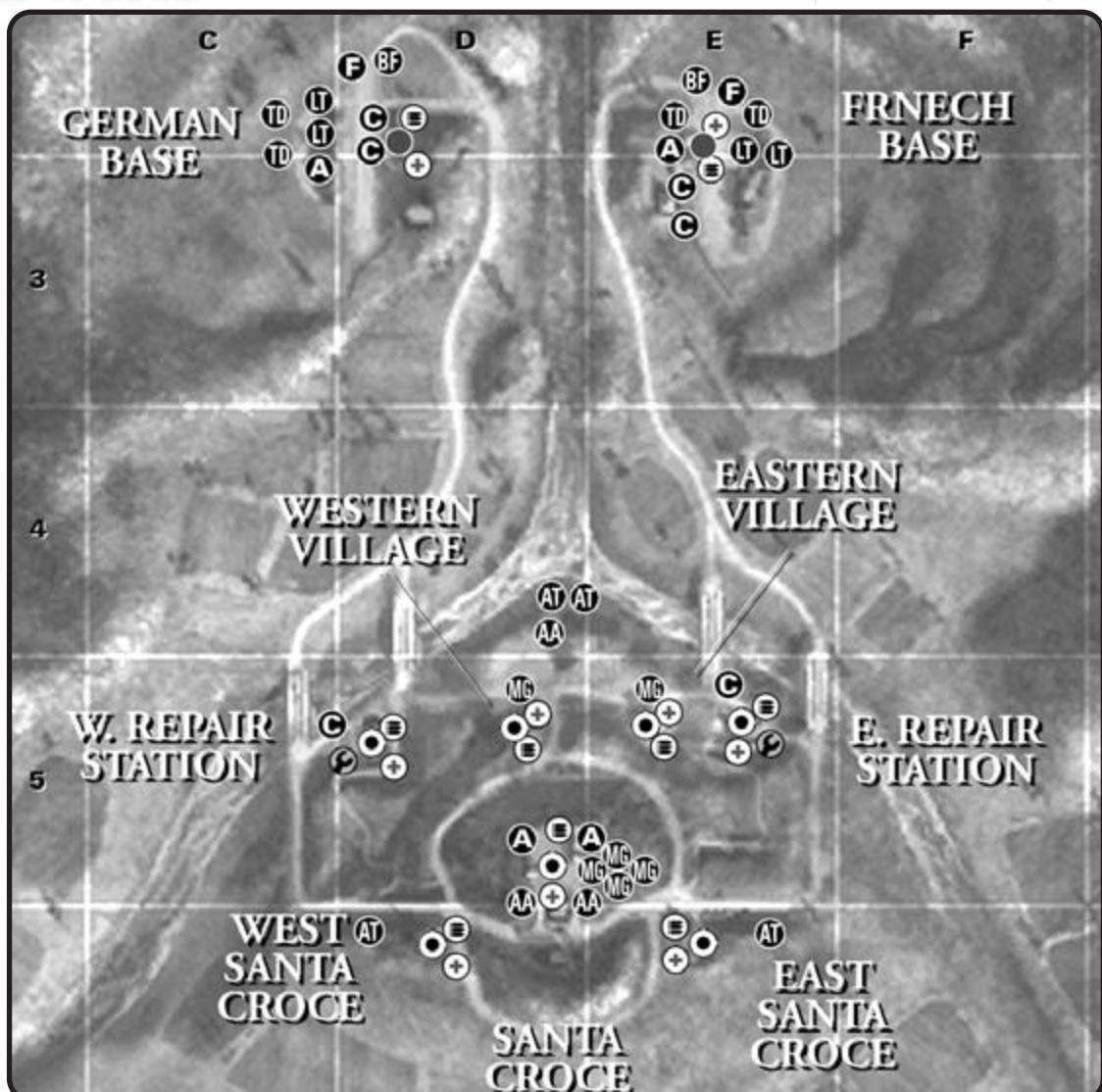
Description: Starting along opposite banks of a river, French and German forces race to control the defenses at Monte Santa Croce, which is bristling with anti-tank, anti-aircraft, and artillery positions.

Conquest Map Type: Head-on map

Objective: Maintain control of more than half the control points on the map.

Available Multiplayer

Games: Capture the Flag, Team Death Match, Co-op, Conquest



- H Heavy Tank
- L Light Tank
- TD Tank Destroyer
- HF Half-track
- C Car
- A Artillery
- F Fighter
- FB Fighter-Bomber
- DB Dive Bomber
- HB Heavy Bomber

- D Destroyer
- AC Aircraft Carrier
- B Battleship
- LC Landing Craft
- S Submarine
- MG Machinegun
- AA Anti-Aircraft Gun
- CA Coastal Artillery Gun
- AT Anti-Tank Gun

ICONS

- Base
- Control Point
- ⊕ First Aid Cabinet/Crate
- Ammo Box
- Repair Platform/Hangar

Bases & Control Points

French Base



The French Base is across the river from the German Base, making for some interesting engagements in the game's opening moments. Most of the base is protected by a large hill to the west, but the German's aircraft spawn points are visible from the main road leading out.

When driving vehicles out of the base, use the main road. The area to the south is too steep for vehicles; using it often ends in a rollover accident.

The Base hasn't much in the way of air defenses, so defenders must rely on fighter protection or a machine gun from one of the tanks to ward off enemy air attacks. The far southwest building has an upper balcony that overlooks the river to the west. From here, scouts can call in artillery strikes on the German Base and the main road leading out of it.

German Base



The German Base is a mirror image of the French Base, with identical buildings and vehicle spawn points. The airstrip runs down the middle, which is problematic in the opening moments of a game as soldiers rush about on foot and in vehicles.

Location: Map Grid E2

Vehicles:

- 2 M3 Grant
- 2 M3 GMC
- 1 M7 Priest
- 2 Willys Overland Jeep MB
- 1 Spitfire Mk VB
- 1 Mosquito

Defensive Features:

None

Other:

- 1 Ammo Box
- 1 First Aid Crate

Location: Map Grid D2

Vehicles:

- 2 M11-39 Carro Armato
- 2 Sturmgeschutz
- 1 SdKfz.124 Wespe
- 2 VW Type 82 Kübelwagen
- 1 Messerschmitt Bf-109e
- 1 BF-110

Defensive Features:

None

Other:

- 1 Ammo Box
- 1 First Aid Crate

Ground units should look north before crossing the runway. Give the aircraft a few seconds to get into the air, and never leave vehicles on the airstrip. Because of the large hill to the north, attempt landings only from the south; this will require the pilot to turn around before taking off again. Sometimes it's faster to ditch a damaged airplane and wait for a new one to spawn at the base rather than land, repair it, turn it around, and take off.

NOTE

The Germans have an advantage in the tank destroyer category. Unlike the French M3 GMC, the German Sturmgeschutz is heavily armored and invulnerable to small arms fire and aircraft strafing runs.

Control Point A: Western Repair Station



This control point is across the two bridges in the west and is easily accessible to the Germans at the beginning of the game. After the point is captured, a car spawns on the Repair Platform, offering a quick way to cruise around and grab more control points.

The AA gun to the west provides protection from air attack and can also be used against vehicles. If the French manage to capture this point, they can engage German armor and troops attempting to cross the nearby bridges. Two paths behind the Repair Station lead up the hill to the south toward the West Santa Croce control point.

Location: Map Grid D5

Initial Control: Neutral

Vehicles:

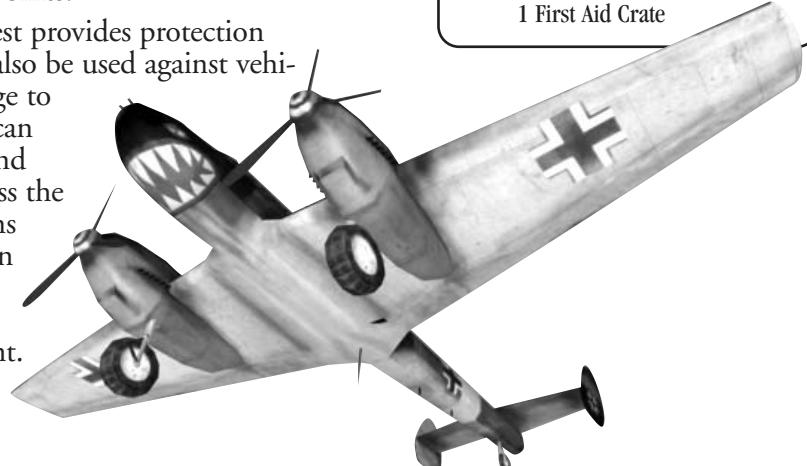
1 Car (Willys Overland Jeep MB or VW Type 82 Kübelwagen)

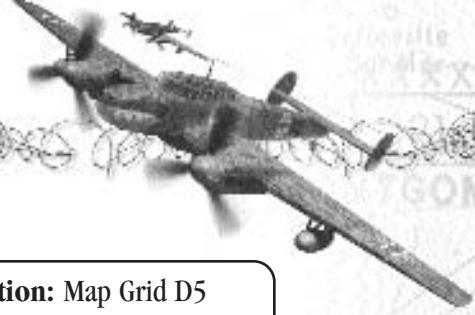
Defensive Features:

1 AA Gun

Other:

1 German Flag (CTF)
1 Repair Platform
1 Ammo Box
1 First Aid Crate





Control Point B: Western Village

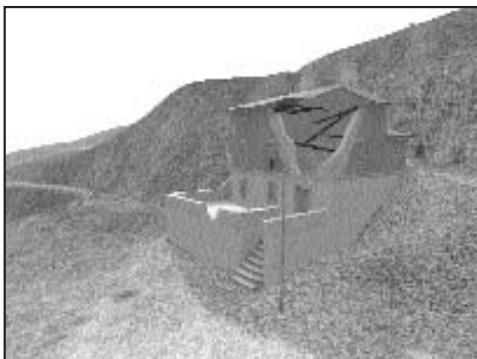


The Western Village isn't far from the Western Repair Station and stands a good chance of coming under German control at the beginning. The control point's building rests against the mountain's base and has little to offer other than an east-facing machine gun.

This proves valuable, however, as both sides fight for the trio of defensive guns to the north at Map Grid D4. There you can find two AT guns and one AA gun. One AT gun faces northwest, covering the German approach; the other faces northeast, covering the French approach.

For the Germans, the machine gun at the Western Village's building is great for mowing down French troops attempting to move in from the east. Running just behind the control point is an elevated road that leads up the hill. Defenders should watch out for attacks from this direction, especially if the enemy holds any control points on the high ground to the south.

Control Point C: Eastern Village



Location: Map Grid D5

Initial Control: Neutral

Vehicles:

None

Defensive Features:

1 Machine Gun

Other:

1 Ammo Box

1 First Aid Crate

Like the Western Village, the Eastern Village is at the mountain's base and can be used as a defensive staging area to capture the guns to the northwest. Its west-facing machine gun doesn't offer a clear view of the position, however: There's a tree directly in front of it and a building beyond it.

This limits defending troops' visibility to the west, but these obstacles also provide protection against attacks from the west. When it comes to defending the defensive guns, the Western Village has an advantage over this one.

CAUTION

When heading from the Eastern Village toward the trio of guns to the northwest, move around the north side of the nearby building to limit your exposure to the machine gun at the Western Village.

Control Point D: Eastern Repair Station



The Eastern Repair Station is near the two east bridges. The French need to take control of this point early on to gain a foothold near the mountain. The AA gun can hit target vehicles and troops crossing either of the nearby bridges, making it imperative to keep this point out of German hands. If it falls to them, German troops can hold back the French offensive by holding the two bridges.

Holding two bridges at once isn't easy, but it's possible with the proper support. The French can attempt the same tactic at the Western Repair Station.

NOTE

In Capture the Flag games, the two Repair Stations have the German and French flags. Because of the flag positions, the battle moves east and west along the mountain's base. Cars do not spawn on the Repair Platforms during CTF games.

Control Point E: West Santa Croce



West Santa Croce is an important control point for the French to possess because of the AT gun overlooking the two west bridges. These bridges are the only access points for Germans seeking to move their tanks and other vehicles across, making them critical chokepoints.

The AT gun to the west of the control point's square bunker has a clear view of both bridges and can fire down on anything that tries to cross. Its position high on the hill also makes it difficult for enemy units to target accurately, especially when on the move. But while tanks may find it tough to nail this AT gun, it's open to air attacks. If possible, use the nearby AA guns at the Monte Santa Croce control point to cover the surrounding airspace.

Control Point F: Monte Santa Croce



This high plateau offers a view of the entire battlefield. The two artillery spawn points give whoever controls it the ability to rain down destruction from above. But its elevation makes it impossible to shell nearby areas. Even hitting the bridges to the north is difficult.

Location: Map Grid D6

Initial Control: Neutral

Vehicles:

None

Defensive Features:

1 AT Gun (25 pdr. or PAK 40)

Other:

1 Ammo Box

1 First Aid Crate

When using this control point as an artillery platform, concentrate on distant targets such as the main roads to the north or the two bases. Scouts must provide coordinates, especially if you want to keep your artillery pieces back from the mountain's north ledge and protect them from shells fired from below.

Anything sitting on top of this mountain is begging to be bombed by enemy aircraft, so man the AA guns when artillery operations or other activities are being conducted on the mountaintop.

Two machine guns on the west and east sides can help protect the control point from ground attacks. These can be used to mow down attackers from either the east or west Santa Croce control points. Under heavy attack, defenders should hide in the radar bunker—this provides protection from heavy bombardments, while allowing defenders to stay within the control point's radius.

Besides being a position for artillery, the mountain also makes a great spot for sniping. From the mountaintop all the surrounding control points are visible.

Control Point G: East Santa Croce



The East Santa Croce control point is similar to the west one. Its main features are a square bunker with an AT gun positioned on a hill to the east, overlooking the two east bridges.

This point is as important to the Germans as the West Santa Croce control point is to the French. Preventing the French from moving their tanks and other vehicles across these bridges can enhance the Germans' chances of winning.

Defenders should be wary of the dirt road that circles around to the south, leading around the steep hill to the west and toward the West Santa Croce control point. It's a good alternate route for attackers when the road south of the Monte Santa Croce control point is well defended.

Location: Map Grid E6

Initial Control: Neutral

Vehicles:

None

Defensive Features:

1 AT Gun (25 pdr. or PAK 40)

Other:

1 Ammo Box

1 First Aid Crate

Allied Strategy



Load the Jeeps with engineers and race toward the mountain when the game begins.

Ideally the French want to contain the Germans to the north side of the west bridges. This keeps their ground forces from approaching the control points. Holding back the Germans indefinitely is tough, but any delay gives the Allies a slight advantage.

To pull this off, your team needs speed and cooperation. Send four engineers in two Jeeps to capture the Western Repair Station. Along the way, drop off one engineer at the trio of defensive guns at Map Grid D4. This engineer should alternate between the AA gun and the westernmost AT gun.

As the rest of the engineers proceed west, drop off another near the two bridges to mine them. The last two engineers should capture the Western Repair Station for its AA gun and the West Santa Croce control point for its AT gun. When the defenses are set, mine the bridges.

Your team should have access to two AT guns and two AA guns. When the two western control points are captured, spawn new troops here to help hold the bridges. A few more engineers can't hurt, but you also need the automatic weapons of medics and assault soldiers to hold back infantry.

When the bridges are under control, use one of the Jeeps to capture the rest of the control points. When four out of the seven control points are captured, the German tickets begin counting down. The two M7 Priests at the top of Monte Santa Croce can help the bridge defense by shelling the road to the west.

TIP While speeding for the western-most control points, don't stop to capture any others. You need all the time you can get to reach these defensive strongholds before the Germans do.

CAUTION When going after

the BF-110, watch out for its tail gunner. Attack it from underneath, where the rear gunner can't see or hit you.



While the engineers are busy capturing and holding the west bridges, move the rest of the vehicles out of the base and across the east bridges. Don't stop along the road to take shots at the German forces on the other side of the river—this leaves you open to air attacks.

Get the Mosquito up in the air as soon as possible and begin bombing the German Base and the road leading out. Use the Spitfire to shoot down the enemy planes, in particular the BF-110, but watch out for the tail gunner.

Taking control of the air gives the engineers defending the bridges one less thing to worry about. If the Germans break through your defenses at the bridges, try to contain them to the lower slopes of the mountain. Watch out for high-speed Kübelwagen attacks, and stop them before they get too far.

Even if the Germans manage to get a foothold on the mountain, the delaying action at the two west bridges should leave them with few tickets. Concentrate on holding at least four of the control points to drain the rest.

Axis Strategy



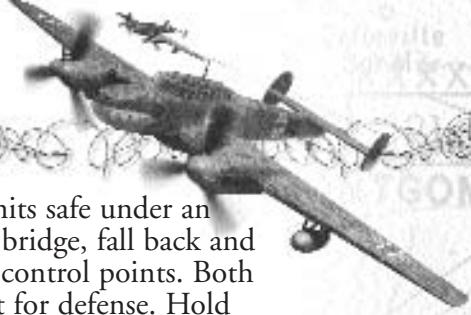
While moving out, use the Sturmgeschutz tank destroyers to shell any French units on the river's opposite side.

The Germans can follow the same basic strategy as the French by holding the two east bridges. Use Kübelwagens and engineers to take the two easternmost control points.

The Germans have a slight advantage with the BF-110. Unlike the Mosquito, it has a back-seat gunner position, allowing for some paratrooper tactics. Drop an engineer at the Eastern Repair Station. Use the Kübelwagen that spawns there to drive to the East Santa Croce control point, and man the AT gun overlooking the road and bridges to the north—the control point must be captured before a PAK 40 appears.

This gives the four other engineers more time and resources to focus on the bridges. Position two engineers at the defensive guns at Map Grid D4 to man both the AA gun and easternmost AT gun. Have the other two take up positions near the bridges—one to mine them and the other to man the nearby AA gun at the Eastern Repair Station.

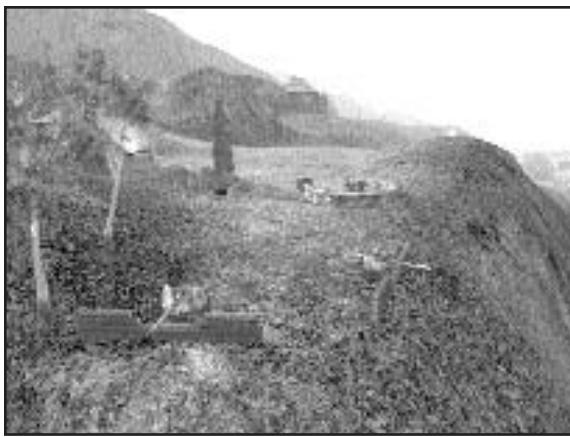
To buy more time while setting up your defenses at the bridges, use the planes to intercept any vehicles moving along the east road. Meanwhile, move the rest of your vehicles from the base toward the west control points. Spread your forces across the seven control points, focusing the bulk of your armor along the east side.



Man all available AA guns—five in all. This keeps your ground units safe under an impressive umbrella of flak. If the French breach the defenses at the bridge, fall back and center your defenses at the Western Village and Monte Santa Croce control points. Both of these positions have east-facing machine guns, making them great for defense. Hold these points and the other two to the east to secure a win for the Germans.

Monte Santa Croce Tactics

AT Gunnery



This trio of defensive guns at map grid D4 can be protected or attacked by the machine gun at the Western Village control point.

When manning the AT guns at this position, take a few practice shots to find the right range. You must elevate the gun's barrel to hit the road below. After you establish the range, wait for enemy vehicles to move into sight.

The gun works against infantry, but the shell lacks the blast radius of an artillery shell or aerial bomb. Focus on armor and other vehicles. As enemy vehicles get closer, you can't track their movements across the bridge. A teammate on the hill at one of the Santa Croce control points must take over. By using overlapping fields of view, you can cover the enemy's approach.

Strafing Runs

The long, narrow roads running along both sides of the river are perfect for aircraft strafing runs. At the beginning of the game, these roads are packed with columns of infantry and armor moving toward the control points in the south. Get your planes in the air and make north-south passes over these roads.

Like dogfighting, strafing is easiest with the Nosecam view. Press **F9** to activate it. When approaching targets, dive shallowly and go easy on the throttle. This increases the time you have to line up your sights.

Taking control of the map's AT guns gives your team a tremendous edge. Both the East and West Santa Croce control points have hilltop guns capable of hitting the bridges to the north. These guns are great for engaging tanks and other vehicles as they move in closer to the bridges.

For longer-range engagements, the guns at Map Grid D4 provide a great view of both roads approaching from the north. The easternmost gun faces the east road and should be used by German defenders while the other one faces west and should be used by the French.

Keep the nearby AA gun manned at all times—these three guns clustered together make an attractive target for enemy pilots.



Begin your strafing run with a shallow dive.

CAUTION

When strafing with the Spitfire, avoid making steep climbs at the end of a run. It has a tendency to stall, especially when the throttle is reduced. Instead, make shallow dives and ascents and give the aircraft throttle throughout the run.

Artillery Duel

The German and French bases are close, allowing each side to exchange shots, even in the early moments of the game. But standing toe-to-toe and dueling it out at the riverbanks isn't the best way to go about it.

Use your artillery to shell the enemy base. At the beginning each side has one artillery unit, so the ability to inflict damage is balanced. Your artillery won't last long if you move it within visual range of the enemy. Keep it out of sight behind the large hill.

The hill is good for concealment, but you have to back up your artillery so your shells can go over it. Use a scout to provide targeting coordinates. The building on top of the hill provides a good lookout point, but usually the airplane spawn points are the only part of the enemy base you can see. Target this area and use it as a reference point to shell the base's other facilities and spawn points.

After you capture Monte Santa Croce, use the two artillery units on the mountain to join in.

Instead of banking, use the rudder to fine-tune your heading and open with machine gun fire ahead of your targets. Don't worry about wasting ammo—hold down the trigger until your run is complete, then make another pass. Although all aircraft are capable of strafing runs, strafing is easiest in the fighters because of their maneuverability and low stall speeds.

Except for tanks, all vehicles take damage from an aircraft's machine guns, especially artillery units.



Keep your self-propelled artillery unit at the base and behind the hill for added concealment.

OPERATION BAYTOWN

Historical Overview

After months of indecision, the Allies settle plans for the invasion of Italy and carry out Operation Baytown: the crossing of the Straits of Messina into Calabria by the Eighth Army.



The island in the center of the map is a point of contention in this battle.

Summary

Like Anzio, this is a hybrid assault/head-on map in which either side may capture all control points. The map is split into two areas. The British hold the north, the Italians hold the south, and they face off in the middle at two opposing beaches.

Between these two beaches, a small island links the two halves over a couple of bridges. The map has six control points, and each side controls three at the outset. Each side needs to capture one more to initiate the other side's ticket drain.

The battle involves a diverse mix of tanks, landing craft, and planes and is characterized by intense tug-of-war engagements. Both sides attack, retreat, and counterattack over the island in the middle, struggling to get closer to the opponent's beach-based control point.

Description: In Operation Baytown, the British use land, air, and sea units to establish a foothold on the heavily defended South Beach control point held by the Italians.

Conquest Map Type:
Assault map

Objective: Maintain control of more than half of the control points on the map.

Available Multiplayer

Games: Capture the Flag, Team Death Match, Co-op, Conquest



- Heavy Tank
- Light Tank
- Tank Destroyer
- Half-track
- Car
- Artillery
- Fighter
- Fighter-Bomber
- Dive Bomber
- Heavy Bomber

- Destroyer
- Aircraft Carrier
- Battleship
- Landing Craft
- Submarine
- Machinegun
- Anti-Aircraft Gun
- Coastal Artillery Gun
- Anti-Tank Gun

ICONS

- Base
- Control Point
- First Aid Cabinet/Crate
- Ammo Box
- Repair Platform/Hangar

Bases & Control Points

Control Point A: The Allied Village



The Allied Village isn't a base because the Italians can capture it. But considering its facilities and vehicle spawn points, this control point is the closest thing the British have to a base. Even though the heavy action is concentrated to the southeast, the Allies must still defend this Village. If it falls into Italian hands, they have access to two more planes and can squeeze the British from two directions.

Attacks are likely by air in the form of a single paratrooper dropped from a BF-110. The British should keep someone near the flagpole, either in front of or in the huge tower—a ladder along the north face leads to the top. An Ammo Box inside allows defenders to stay up here indefinitely.

The tower doesn't provide a good view of the flagpole. Place defenders among the surrounding buildings so they have a good view of the control point. Keep the nearby AA gun manned. Not only is it a good way to ward off paratrooper attacks, but you also need it to protect your vehicle spawn points, especially the aircraft.

Location: Map Grid B2

Initial Control: British

Vehicles:

2 Light Tanks (M3 Grant or M11-39 Carro Armato)

1 Fighter (Spitfire Mk VB or Messerschmitt Bf-109e)

1 Fighter-Bomber (Mosquito or BF-110)

Defensive Features:

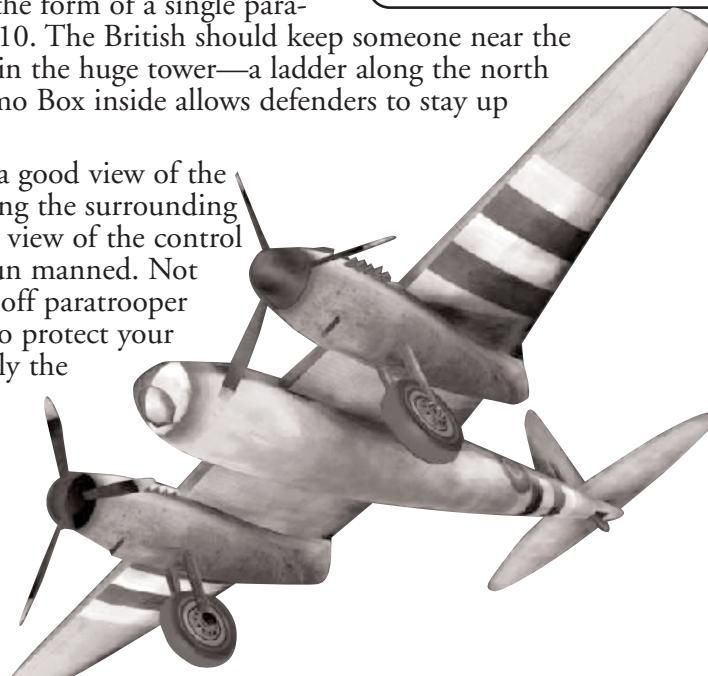
1 AA Gun

Other:

1 British Flag (CTF)

5 Ammo Boxes

1 First Aid Crate



Control Point B: The Northern House



This control point is named for the house at Map Grid E2, but its assets are more spread out. The flagpole is next to the house, but an AA gun and a half-track spawn point are next to another damaged house up the road to the west.

This half-track spawn point is the only one on the map, and can be a valuable addition to the Allied assault force. The half-track's armor isn't up to the task of going against enemy tanks, but its machine gun is great for supplementing the map's sparse air defenses. You can also use it to transport up to six soldiers across the island to the south, where opposing machine gun and sniper fire pose constant threats.

Speaking of snipers, the house near the flagpole is an excellent position for scouts. From this position, they can cover most of the island and the bridge to the south. For the best concealment, don't use the lower balcony. Instead, take up a position inside the building and stay crouched.

It's unlikely that an enemy scout will stop in the middle of the hectic activity on this island to spot you, but staying low makes you harder to see and hit.

If the North Beach is taken, use the Northern House control point as a last stand and staging point for a counterattack. A switchback road leading up the hill is great for tank and infantry ambushes. Use engineers to place mines across the roads while anti-tank and assault soldiers take up positions in and around the two houses.

Use the AA gun near the second house against enemy armor, but only at close range because it can't tilt downward to look down the hill to the east. It's an effective means of stopping an enemy tank or Kübelwagen that attempts to break through.

If the enemy makes it past this point, it can spread out on the hilltop and attack the Allied Village from multiple directions. That makes defending the Village more difficult, so don't let it happen.

Location: Map Grid E2

Initial Control: British

Vehicles:

1 APC (M3 Half-Track or Hanomag Sdkfz.251)

1 Car (Willys Overland Jeep MB or VW Type 82 Kübelwagen)

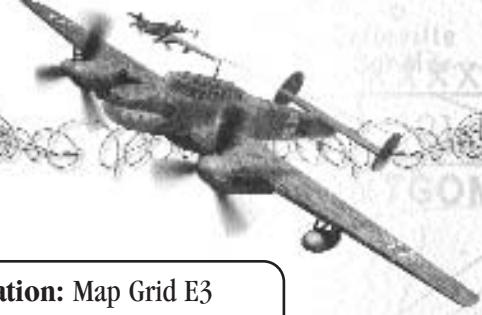
Defensive Features:

1 AA Gun

Other:

1 Ammo Box

1 First Aid Crate



Control Point C: North Beach



The North Beach control point marks the front line for the British at the beginning of the game. A light tank spawn point and two LCVPs are useful for assaulting the South Beach control point on the opposite side of the island.

The bridge to the southeast presents a problem for defenders. You can't mine it because your vehicles need to use it. You can defend it by having an engineer place explosive charges along the span, but the engineer needs a safe spot from which to watch the bridge.

The destroyed bunker on the beach (where the Ammo Box and First Aid Crate are) is a safe position as long as the engineer stays low. A safer spot is the intact bunker on the cliff-side. This bunker has a south-facing machine gun capable of hitting targets on the island as well as the bridge leading from the South Beach control point. It's not accurate at such long ranges, but the amount of lead it spits out makes Italian soldiers duck for cover.

Unfortunately, the gun doesn't have a good view of the beach, so it has to hit enemy soldiers before they reach the bridge.

Control Point D: South Beach



Location: Map Grid E3

Initial Control: British

Vehicles:

1 Light Tank (M3 Grant or M11-39 Carro Armato)

2 LCVP (LCVP Higgins Boat or Italian LCVP)

Defensive Features:

1 Machine Gun

Other:

2 Ammo Boxes

2 First Aid Crates

Location: Map Grid D4

Initial Control: Italian

Vehicles:

1 Light Tank (M11-39 Carro Armato or M3 Grant)

2 LCVP (Italian LCVP or LCVP Higgins Boat)

Defensive Features:

4 Machine Guns

Other:

3 Ammo Boxes

2 First Aid Crates

The South Beach control point is better prepared for an assault than the North Beach. Instead of one mounted machine gun, it has four—two on the beach and two in the cliffside bunker.

The South Beach control point is similar to its counterpart to the north. The beach is open, making it vulnerable to air attacks and shelling. The only cover is the small sandbag wall in front of the flagpole. Southwest of the bridge is a small wooden wall with an Ammo Box behind it. This provides cover for an engineer babysitting the bridge.

The best defensive position is the elevated bunker to the southeast. This has two viewports facing north and west, each with a mounted machine gun. From these two machine gun positions, it's possible to cover the island as well as the nearby bridge.

Given the South Beach's limited protection, defenders looking to take up positions in the bunker should spawn at the Southern House control point to the west. This route is safer and less vulnerable to attacks launched on the beach.

TIP

If the British take the South Beach and capture the bunker, they can use its west-facing machine gun to mow down troops counterattacking down the hill from the Southern House control point.

Control Point E: The Southern House



This control point is on a cliff above and east of the bunker. Like the Northern House, this one covers two separate areas. The car spawn point, a First Aid Crate, and an Ammo Box are down the hill to the west in another house. This area overlooks the south bridge and can be used as a sniping position, but you can't get into the house.

The house near the actual control point is better. It offers positions useful for sniping on enemy troops crossing the island as well as the north bridge. Outside the house is an AA gun. Most air activity is focused over the island to the north, making this a great spot for shooting down enemy planes. Keep the AA gun manned at all times, but do not shoot down your own planes.

Have engineers mine the switchback road leading up to the Southern House if the South Beach falls to the British. This is the only path leading into the Axis Village. Hold it at all costs.

Location: Map Grid E4

Initial Control: Italian

Vehicles:

1 Car (VW Type 82
Kübelwagen or Willys
Overland Jeep MB)

Defensive Features:

1 AA Gun

Other:

2 Ammo Boxes
2 First Aid Crates

Control Point F: The Axis Village



Like the Allied Village, this control point serves as a base. A large tower surrounded by buildings dominates the center of the village. There is one access point to the north, leading from the switchback dirt road ascending the hill.

Northwest of the control point is another bunker. It has no mounted machine gun, but it's a useful position for spotting approaching attackers from the Southern House control point to the east. Engineers can place mines and explosive packs along this road and hide in the bunker for cover.

Defenders should keep the enemy out of the Village. Defensive positions are plentiful along the surrounding hills. The tower also makes an excellent spot for a scout to focus on the entry point to the north.

The AA gun near the airstrip has a limited view, blocked by a building to the south and a tree to the east. But the obstacles also give it protection from enemy bombs and make it hard to see from the air. Use this AA gun to engage enemy aircraft to the north.

Allied Strategy

Control points are held equally, so all the British have to do is conquer one in the south while holding the three in the north. If they manage that, the Italian tickets evaporate. The only control point within reasonable reach is the one at the heavily defended South Beach, but the Allies, with a proper coordinated attack, have enough resources to force their way onto this opposing beach.



Lead the assault across the island with your M3 Grants, and assault the South Beach with infantry in the LCVPs.

At the beginning of the game, get your planes in the air and focus on a couple of ground targets at the South Beach control point. The Mosquito is best suited for attacking the beach. Line up a string of bombs along the beach and take out the two machine guns right next to the flagpole. Hit the nearby light tank and any infantry scurrying about.

At the same time, use the Spitfire to bomb the nearby bunker overlooking the island. Taking out the control point's four machine guns, even temporarily, makes your ground assault easier. Keep making aerial passes over the beach until the main assault force arrives.



Stay prone near the South Beach's flagpole until the control point is converted.

hill to the south and take up positions in the bunker overlooking the beach. Use the west-facing machine gun to mow down Italian reinforcements as they charge down the hill. Create your battle line along the switchback road to the west and fortify it with mines and armor.

Don't push the rest of the way to the Axis Village—as long as you hold four control points, you can pull off an impressive and quick victory. Dig in and wait for the Italian ticket count to reach zero.

While planes harass the South Beach control point, organize your ground vehicles at the North Beach for a massive assault across the island. Lead the attack with the three M3 Grants and follow up with the half-track and Jeep.

Don't get bogged down on the island. Push forward across the south bridge and rush the control point. While ground vehicles push in from the west, use the two Higgins boats to transport your infantry from the east.

A well-timed air, land, and sea attack should overwhelm the Italian defenders. But don't stop at the beach. With your surviving armor and infantry, push up the

CAUTION All it takes is one paratrooper to capture an undefended position to the rear and open a second front. Both the British and Italians should keep their original control points well defended.



Axis Strategy



Use the bunker's machine guns to stymie enemy infantry movement across the island while the BF-110 drops troops to the north to capture the Allied Village.

TIP

Watch the Allied Village until you amass a sizeable assault force to take it. Don't fire unless the enemy spots you—you don't want to lose the element of surprise.

The best point for a paratrooper attack on the Allied Village is to the far north. It's far from the action and less likely to be defended. To avoid raising suspicions, drop paratroopers to the north, behind the large hill at Map Grid B1 at low (but safe) altitudes.

From here your troops can spy on the Village's defenses before making a run for the flagpole. To increase the size of your attack force, use the BF-110 to taxi paratroopers between the Axis Village airstrip and the drop zone to the north.

For speedy pick-ups, put one soldier at the north end of the airstrip and pick him up with a quick touch-and-go landing. If the soldier holds down **[E]** and is near the plane as it passes by, he hops in the back seat without the need for the plane to come to a complete stop. This buys you time.

Ferry troops to the north until you have an attacking force of at least four troops consisting of assault soldiers, medics, and scouts. When the time is right, move in from the north—they won't expect an attack from that direction—and take the Allied Village.

Like the British, the Italians need just one control point to initiate a ticket drain on their opponent. They have similar units, so a coordinated Italian attack on the British-held North Beach is as effective as a British strike at the Italian-held South Beach.

But the BF-110 provides another opportunity that may yield better results. Load the plane with an assault soldier or medic in the backseat gunner position, and you have a chance of infiltrating one of the rear control points by parachuting to it. This works if the British only lightly defend the control point.



Use the buildings for cover during the approach and avoid opening fire unless the enemy spots you. Move the scout into the tower to deal with any counterattack from the east. Continually spawn troops here until it's well defended.

With the Allied Village under control, you can squeeze in on the remaining control points with superior numbers of planes and tanks. It won't be long until the British fall.

Baytown Tactics

Bunker Bombing



If your landing gear comes down during a bombing run, you're flying too slowly. You need speed to clear the cliffs surrounding the bunkers.

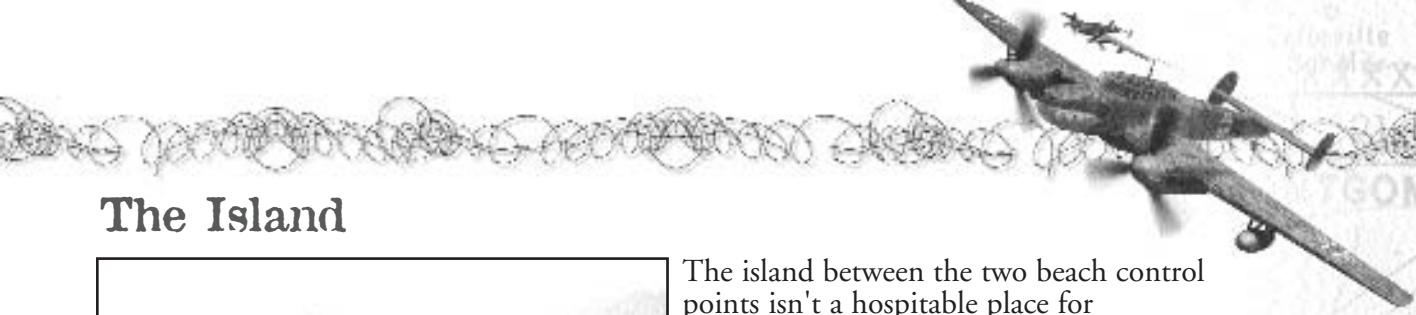
The bunker at the South Beach has two machine guns—one facing west and the other facing north. In a fighter, knocking out both guns would require a couple of passes. But in one of the fighter-bombers you can lay down a string of bombs and take out both guns in one pass.

Approach from either the west or north and drop your bombs ahead of your gut instinct—the goal here is to hit the north and west walls of the bunker. If two or three bombs get close enough, the splash damage should be sufficient enough to knock out the two machine guns.

Scoring a hit doesn't mean it's safe for your ground troops. These machine guns respawn every 20 seconds. Keep up the bombing runs until your team secures the beach.

TIP

While manning the machine gun in the bunker, listen for passing airplanes and the whistle of an incoming bomb. If you hear this, back away from the gun and drop prone.



The Island



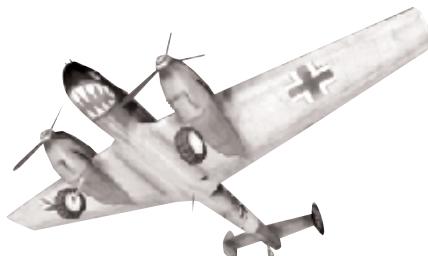
Get familiar with the island's features before charging across it with infantry.

make great hiding and ambush spots. Anti-tank infantry can drop prone behind these objects and remain well concealed until an enemy tank passes. The sandbag enclosure has the double advantage of an Ammo Box and First Aid Crate. But it also has an exposed opening to the north, leaving it open to British gunners on the opposing cliff side.

At the far east end of the island, another wooden barricade sits atop a small hill. This position is excellent for British scouts and assault soldiers looking to pick off Italian troops moving from the west. Overall, surviving this no man's land requires a movement plan, so get familiar with the terrain and available cover before charging across.

The Touch-and-Go Pick-Up

As mentioned in the Axis Strategy, dropping paratroopers north of the Allied Village is a great way to catch the British off guard. But pulling it off requires practice for the pilots tasked with ferrying the troops to the drop zone at Map Grid B1.



Drop troops behind the large hill to the north of the Allied Village at Map Grid B1.

It is not the fastest way, but a circular flight path around the edge of the map keeps you out of harm's way while also keeping your BF-110 from drawing too much attention. Take off at Map Grid E5. Proceed to E1, making a tight 90-degree turn to the left. Use the rudder to line up your plane in the middle of Map Grids D1 and C1 so you can drop your first soldier in the valley at B1.

After the soldier is out, bank hard left at A1 and head due south. Stay low, using the hills to the east to mask your movements from the nearby AA gun at Map Grid B3. As you reach the coast, dive and fly above the sea, making it harder for patrolling fighters to spot you. Continue along the west edge of the map and make a left turn at A8, flying due east.

TIP

Touch-and-go pick-up is a useful tactic in Capture the Flag games because escaping the enemy's base by ground vehicle is risky and time-consuming. Or steal a nearby enemy plane, if one is parked nearby, and escape in it. Either way, air transportation is the way to go.

Now start thinking about your touch-and-go landing approach. At D8 begin a gradual turn to the left so you're heading north while in the middle of E7—the airstrip is ahead at E5. Stop applying throttle and begin a gradual descent. When you see the airstrip, aim for the middle of it, taking care not to clip any planes parked at the south end.

As you touch down, roll toward the north end, hopefully picking up a soldier in the process. Whether the soldier makes it in or not, you must get airborne again because the airstrip ends and the terrain plummets to the sea. This drop works in your favor, allowing you to gain speed while diving toward the ocean.

Pull up above the sea and prepare to make another pass over the drop zone. With practice you can make one circuit in under a minute. Add a second BF-110 to the routine to double your efficiency. With two 110s making this run, you can amass a large group of soldiers at the drop zone within the first five minutes of the battle.



OPERATION HUSKY

Historical Overview

Twelve divisions participate in the Allied invasion of Sicily. While the British meet with little German resistance, U.S. forces face counterattacks by the Hermann Goering and Italian Livorno divisions.



The British paratroopers landing on the Beach face line after line of Italian-manned machine guns.

Summary

Operation Husky requires the Allied forces to establish a foothold on a well-defended Beach in an effort to drive the Italian forces back. The British have the choice of dropping in by parachute or hitting the Beach in landing craft. This makes for a chaotic opening sequence—among the most memorable moments in the game.

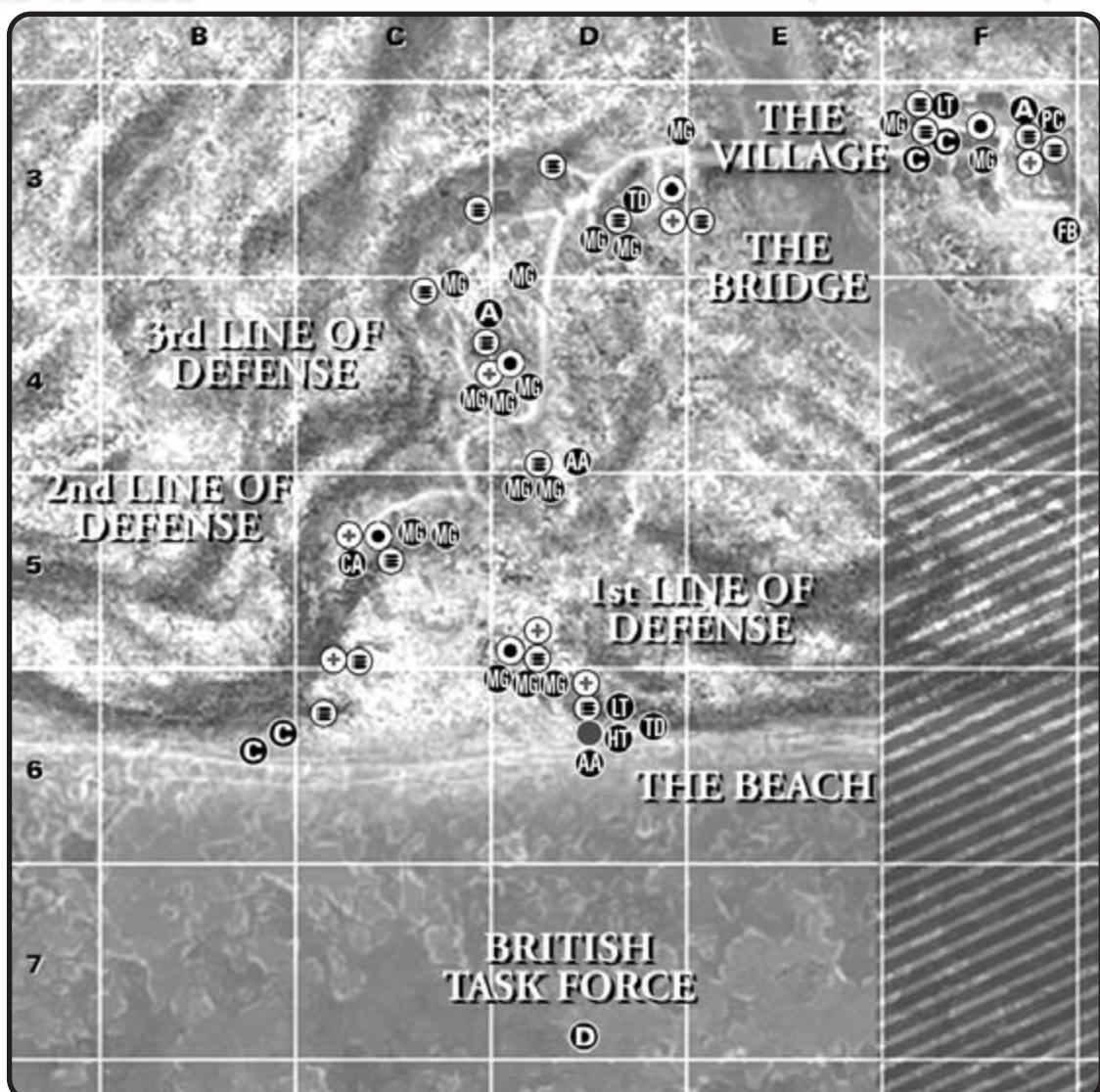
To halt the British assault, the Italians have an impressive array of machine guns backed up by artillery, a couple of tanks, and one fighter-bomber. The battle moves through several distinct stages, from the initial Beach landing to the final assault on the Village to the northeast.

Description: The British undertake a combined amphibious and airborne assault to unseat Italian defenders from the Beach and a nearby Village.

Conquest Map Type:
Assault map

Objective: As the attacker, the British must capture and hold every control point on the map. The Italians win if they are successful in holding the attackers at bay.

Available Multiplayer Games: Co-op, Conquest



- Heavy Tank
- Light Tank
- Tank Destroyer
- Half-track
- Car
- Artillery
- Fighter
- Fighter-Bomber
- Dive Bomber
- Heavy Bomber

- Destroyer
- Aircraft Carrier
- Battleship
- Landing Craft
- Submarine
- Machinegun
- Anti-Aircraft Gun
- Coastal Artillery Gun
- Anti-Tank Gun

ICONS

- Base
- Control Point
- First Aid Cabinet/Crate
- Ammo Box
- Repair Platform/Hangar

Bases & Control Points

British Task Force



The destroyer is one of two spawn points available to the British at the beginning of the game. The other is a parachute spawn point at Map Grid B7. Troops spawning on the destroyer should spawn at the back where the LCVPs are—in this case it's the southernmost spawn point.

The destroyer plays a big role in the early battle; it's capable of disabling most of the Italian defenses on the Beach. From its starting position, soldiers on board can't see through the fog to the north, so get scouts on the Beach quickly to provide targeting coordinates. The main targets should be the machine gun emplacements at the First and Second Lines of Defense—these are the biggest threats to the invading troops. The coastal gun at the Second Line of Defense also poses a threat and should also be dealt with quickly.

The most formidable threat to the destroyer is the BF-110. It can drop a string of bombs along the ship's deck, causing massive damage. Keep a couple of engineers on board to repair damage. When they're not repairing the ship, they should take up positions behind the two machine guns.

For added protection, capture the Beach control point and man the AA gun to assist the destroyer. At the beginning of the game, the destroyer is probably the 110's primary target. Make sure it doesn't sink.

Location: Map Grid D7

Vehicles:

- 1 USN Fletcher Class (Destroyer)
- 2 LCVP Higgins Boat

Defensive Features:

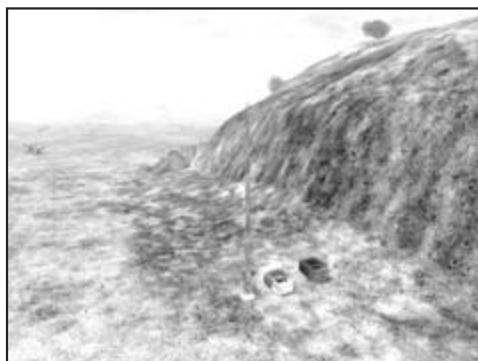
- 2 Machine Guns

Other:

- 1 Ammo Box



Control Point A: The Beach



The Beach control point acts as a base for the British troops and cannot be captured by the Italians. It's along the east side, protected by a steep cliff to the north. All the listed vehicles spawn at this location with the exception of the Jeep, which appears on the other side of the Beach at Map Grid B6 when the point is captured. This is the only Jeep spawn point for the Allies outside of the Village, so don't forget it.

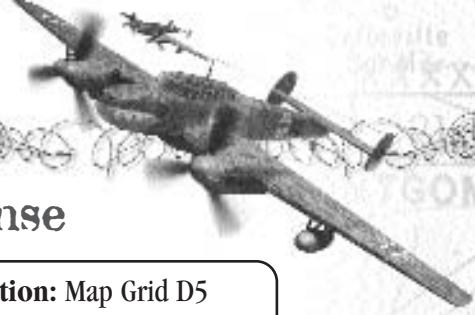
Troops arriving via the destroyer-based LCVPs are best suited for taking this control point. The landing craft should make a perpendicular approach, using the cliffs as protection from machine gun fire and coastal gun shells.

Soldiers moving out of this spawn point and onto the Beach are immediately in the sights of the machine guns at the First Line of Defense. Keep a scout at the rocks northwest of the control point to pick off the two gunners and allow the rest of the troops a safe passage onto the east side of the Beach.

NOTE

Capturing the Beach control point alone won't halt the initial ticket drain. You must capture another control point to stop this.





Control Point B: First Line of Defense



Defenders at the First Line of Defense have their hands full at the beginning of the game. This is the southern-most control, likely to come under British attack first.

Italians have to worry about amphibious landings to the south and British paratroopers dropping from the sky—some landing uncomfortably close to the control point.

In either case, gun down the British before their boots hit the sand. Use the two south-facing machine guns to mow down incoming troops. Paratroopers are your first priority—try to hit them while they're still in the air. If that's not possible, track their landings and hit them before they advance too far.

Troops arriving by LCVP are a little easier to engage. Wait until the landing ramps drop, and then fill the interior of their Higgins boats with lead before the occupants have a chance to rush out. Use short controlled bursts. Not only does this prevent overheating but it also helps accuracy, especially when engaging targets at long range.

Like many of the other defensive positions, this one has a north-facing machine gun that the British can use once they take the control point. The steep cliff along the south side prevents access to infantry and vehicles, so expect invading attacks to come from the west. Drop prone and continually toss grenades in this direction as the British get close. The nearby Ammo Box keeps you supplied.

TIP

The Higgins boat's landing ramp is heavily armored and can repel heavy machine gun fire, but its sides and rear are only lightly armored. If a landing craft shows a vulnerable side, hit it with everything you have. Sinking the boats before they land buys the Italians some valuable time.

Location: Map Grid D5

Initial Control: Italian

Vehicles:

None

Defensive Features:

3 Machine Guns

Other:

1 Ammo Box

1 First Aid Crate

Control Point C: Second Line of Defense



To the northwest of the First Line, the Second Line of Defense offers a more comprehensive defensive package. The centerpiece is a coastal gun that spells trouble for British attackers. Although it can fire on the destroyer to the south, it can't see it unless the ship moves closer to shore. Another way to hit it is to send a scout down the Beach to a point where he can provide decent targeting coordinates.

The best use for the coastal gun is on clusters of British infantry, landing craft, and armor. The gun also can rotate to fire on the First Line of Defense should it come under British control.

The two machine guns at the control point are useful for covering the west half of the Beach and should always be manned. To the northeast at Map Grid D4 is another cluster of defensive guns that fall under this control point's jurisdiction. Here you find two machine guns (one facing south, the other north) and an AA gun. The AA gun isn't very effective in the traditional sense, but it can be turned to the north to directly engage armor and other vehicles.

Location: Map Grid C5

Initial Control: Italian

Vehicles:

None

Defensive Features:

4 Machine Guns

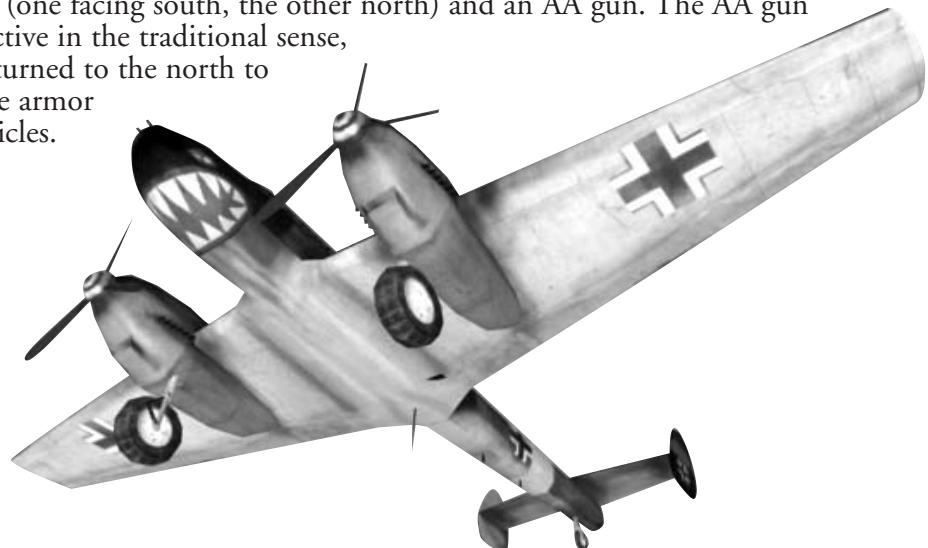
1 AA Gun

1 Coastal Gun

Other:

2 Ammo Boxes

1 First Aid Crate



Control Point D: Third Line of Defense



The Third Line of Defense sits farther back on a slight hill to the north and comprises a series of machine guns, three facing south and two facing north. A circular sandbag wall and strands of barbed wire surround the control point, limiting access to the north end. Attacking infantry have to flank this position from the east or west to convert it.

Directly north of the control point is a wooden barricade with a north-facing machine gun. This can come in handy once the British take the control point. Another barricade to the northwest has a south-facing machine gun.

What makes this control point unique is its artillery spawn point—the only one on the map and extremely valuable to both sides. The Italians find it useful for shelling the Beach early in the game. Using coordinates provided by scouts, it doesn't have to move an inch to hit distant targets. The British can use it in their final assault on the Village.

TIP

Italian defenders should mine the east and west roads flanking the control point to prevent British armor from advancing north.

Control Point E: The Bridge



Location: Map Grid D3

Initial Control: Italian

Vehicles:

1 Tank Destroyer
(Sturmgeschutz or M10
Wolverine)

Defensive Features:

3 Machine Guns

Other:

3 Ammo Boxes
1 First Aid Crate

For the Italians, this is the last line of defense before the British cross the Bridge leading into the Village. The control point's defenses stretch to the southwest, where a couple of machine guns are at the top of the hill. One is behind a wooden barricade facing south; the other is just behind it, mounted along the building.

To the west, next to the road, is a bunker. Although the bunker has no mounted machine gun, it's a great spot for defenders. Scouts can use this position to snipe on enemy troops advancing from the Third Line of Defense. Stairs running along the south side of the building provide infantry access to the control point—vehicles have to traverse the gradual hill to the north.

At the control point, defensive opportunities are sparser. A machine gun nest covers the west bank of the river, but it doesn't last long against aggressive armor assaults. Instead, the Italians should rely on the Sturmgeschutz to hold this control point. Park it in front of the Bridge next to the machine gun nest. From here, it can hit vehicles coming down the hill to the west while its turret-mounted machine gun picks off infantry.

Control Point F: The Village



The Village is the last stand for the Italian defenders. Fortunately, it has several strong defensive features and is incredibly difficult for the British to capture—especially if it's the last Italian-held control point on the map. The Bridge is the only way into the Village. Infantry can try swimming the river, but the east bank is too steep to climb.

As soon as the Bridge control point falls, Italian engineers should place several mines and explosive charges along the span to halt a British advance, then take up defensive positions in the Village. A machine gun on the second-floor balcony of the building northeast of the Bridge can make it tough for British infantry to cross, but the gunner is extremely vulnerable to British snipers and machine gun fire from approaching vehicles.

An even better position is the tower to the east. This provides a clear view of the control point, and scouts up here can see about halfway across the Bridge. The two machine guns at the base of the tower look down the narrow street to the west, covering the Bridge.

Location: Map Grid F3

Initial Control: Italian

Vehicles:

- 1 Light Tank (M11-39 Carro Armato or M3 Grant)
- 1 APC (Hanomag Sdkfz.251 or M3 Half-Track)
- 2 Cars (VW Type 82 Kübelwagen or Willys Overland Jeep MB)
- 1 Fighter-Bomber (BF-110 or Mosquito)

Defensive Features:

- 3 Machine Guns

Other:

- 4 Ammo Boxes
- 1 First Aid Crate

Farther down this street, a gray building on the north side has a couple of interior access points. These are good spots to place anti-tank soldiers to hit British tanks as they rumble down the street. It's imperative to cover the north alleyways leading into the courtyard. Place assault soldiers as well as mines and explosive packs along these access points to prevent infantry incursions into the courtyard.

The courtyard itself is wide open, offering little cover. The half-track, from its spawn point, should be able to cover this area reasonably well. If the British trickle across the Bridge a few at a time, the Italians should have no problem pushing them back.

Allied Strategy



As you take the control points, use the north-facing machine guns to further suppress defenders.

With a sizeable ticket advantage over the Italians, the British appear to have the upper hand. But the multi-layered Italian defenses on the Beach can even the odds.

The first objectives for the British are taking the Beach and First Line of Defense control points. Move the bulk of your troops ashore in the LCVPs, unloading them right next to the Beach control point. You can also use the parachute spawn point to spread your troops out, but paratroopers come under direct fire while still in their parachute harnesses. Still, this can be a good tactic to distract the enemy machine gunners from the amphibious assault.

Either way, get a scout on the Beach as soon as possible to provide the destroyer with targeting coordinates for the Second Line of Defense. Your newly spawned tanks should be able to silence the machine guns at the First Line of Defense.

TIP

The British start with only one Jeep spawn point. To increase your force's mobility, commandeer enemy Kübelwagens. Instead of shooting the car, shoot at the driver and passenger inside. This limits damage to the car, but eliminates its occupants.

Once the First Line is secured, load the half-track with troops and head for the Second Line—lead the assault with tanks and make sure the destroyer stops its bombardment just before the attacking force arrives. Now head to the east and take up positions at the AA gun and machine gun facing north at Map Grid D4. From these spots you can fire on the Italian positions at the Third Line of Defense as well as engage enemy counterattacks—the AA gun is particularly useful against vehicles.

Hold this line until an assault on the Third Line of Defense is ready. Lead with the M10 and M3 and follow up with infantry. As the infantry capture the Third Line, keep moving the tanks forward to capture the Bridge control point before the Italians have a chance to regroup. Assault the control point with tanks moving down the hill from the

northwest while infantry advance along the building's steps to the west—directly across from the control point.



Shell the Village with the M7 Priest before and during the invasion.

Lead with tanks and follow closely behind with infantry. Use the M7 Priest (from the Third Line of Defense) to shell areas just ahead of the advance continually.

With coordination and persistence, you should be able to overwhelm the defenders and take control of the Village—but a victory of attrition is most likely.

TIP

Even if cornered at the Village, the Italians can use their BF-110 to escape and drop troops at the other control points. The British should always keep the control points defended, especially when the Village is under siege.

Axis Strategy

The Italians' best chance of pulling off a win lies in keeping the British bogged down on the Beach as long as possible. The longer you can keep them from capturing one of the control points, the more tickets they lose.

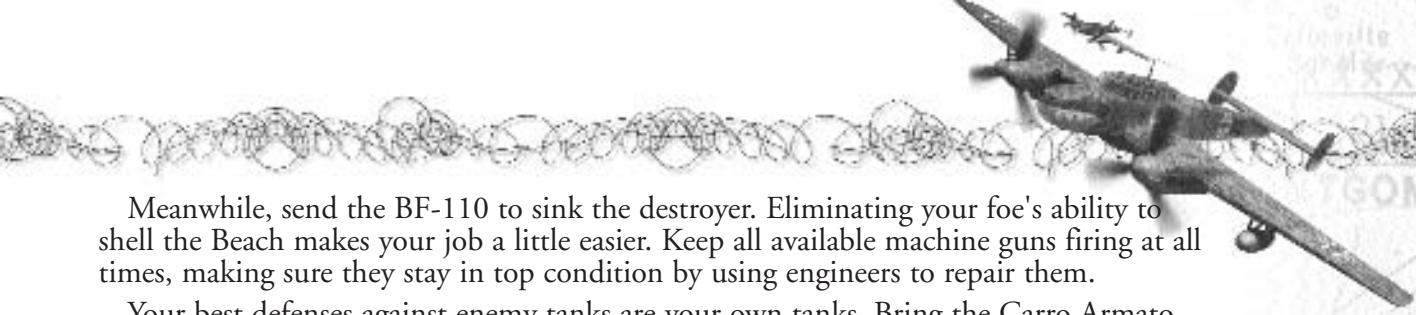
Preventing the capture of the Beach control point is nearly impossible. Winning it doesn't affect their ticket drain, but capturing the Beach gives the British a couple of tanks, which can make your defensive tasks much harder. Use the coastal gun and machine guns to delay landings. Try to gun down the paratroopers before they hit the Beach.

With five out of the six control points secured, you have to face the Village. Before charging across the Bridge, make some simple observations about your opponent. If they're intent on counterattacking across the Bridge, don't bother assaulting the Village. Instead, pick them off one by one as they stream across. If you put a line of tanks in front of the Bridge, they can't get through, and you can lay waste to any advance.

Most likely the enemy simply holds back at the Village, waiting for you to attack. This sort of opponent is much tougher to deal with. To capture the Village, you need to move with speed and massive numbers.



Don't get caught off guard by incoming paratroopers.



Meanwhile, send the BF-110 to sink the destroyer. Eliminating your foe's ability to shell the Beach makes your job a little easier. Keep all available machine guns firing at all times, making sure they stay in top condition by using engineers to repair them.

Your best defenses against enemy tanks are your own tanks. Bring the Carro Armato and Sturmgeschutz up from the rear to take on the British tanks. Score some heavy damage on their armor and infantry by shelling near the Beach control point. Park the Wespe near the Second Line of Defense, keeping it well hidden from incoming shells and other attacks. Then use a scout to target the coordinates between the cliffside and shore at Map Grid D6, a natural chokepoint.

It's not possible to shell the Beach control point directly, but by hitting the only path leading out of it, you stand a good chance of randomly hitting troops and vehicles attempting to advance to the west.

If the First Line of Defense falls, stage an immediate counterattack. Use the coastal gun to hit any British defenders at the control point while the Wespe continually shells the area west of the Beach control point. This prevents British reinforcements from fortifying the position. Then advance with infantry and armor to secure it—use the half-track from the Village to move up to six soldiers to this point quickly without exposing them to small arms fire.



Use the BF-110 to make passes at Allied vehicles as they attempt to cross the Bridge.

hold against a heavy assault. Your tickets are better used defending the Village.

If possible, move the Wespe back to the Village for the final stand before the British destroy it. During the retreat, use engineers to litter the Bridge with mines. Then take up defensive positions in the Village.

The BF-110 can make another important contribution at this point in the battle by making frequent bombing and strafing runs along the Bridge. If the Wespe made it back to the Village, use it to shell the Bridge. But keep it safe from attack and in top condition—if you lose it, you can't get another.

It's possible to hold the British on the Beach for a while, but they eventually establish a foothold on the First and Second Lines of Defense. As this happens, pull back and establish a new battle line at the Third Line of Defense. Place tanks on either side of the machine gun nest and use engineers to mine the lower roads to the south.

Keep the Wespe back toward the bunker at Map Grid D3 and use targeting coordinates to shell the main road just south of the Third Line. It's better to fire long than short—you don't want to hit your own troops. Hold here as long as possible, then retreat back to the Village. The Bridge control point is far too hard to

Except for engineers running out to place fresh mines, keep most of your forces hidden among the buildings and alleyways, and make the British bring the battle to you. If you were successful in delaying the British at the Beach, you have a good chance of holding out at the Village.

TIP

During the Village defense phase, use Kübelwagens to rush out to the Bridge to place mines. Stay along the east span to limit your exposure to enemy fire. If you want to place mines farther out on the Bridge, use the half-track, which provides more protection and allows you to restock on mines.

Husky Tactics

Amphibious or Airborne Assault?



An airborne assault gets your troops on the Beach quickly, but leaves them in the open with little cover.

on the Beach in random locations. Spreading out troops in this manner keeps the Italian machine gunners busy while the amphibious part of the assault lands near the Beach control point, hopefully unnoticed. Once the Beach control point is secured, halt airdrops unless advancing continues to be a problem.

For the most part, the paratrooper element of the assault is a distraction. But a few soldiers may be lucky enough to take a control point singlehandedly. At the very least, they should try to knock out the enemy machine guns with grenades.

TIP

Paratroopers can fire as they descend. Their accuracy won't be great, but firing down on unsuspecting Italian defenders is a sure way to draw their attention away from the landing craft.

At the beginning of the battle, British troops need to determine how they intend to get ashore. The airborne spawn point is unpredictable, sometimes placing your troops in the middle of the Beach and other times dropping them into the ocean.

The LCVPs let you concentrate your attack force in specific areas instead of spreading them all over the place. But it takes only one lucky shot by the coastal gun to sink a sizeable portion of your attacking force.

So which one is best? A mix of the two increases the overall chaotic atmosphere of the battle, slightly tilting the odds in favor of the British. Most airborne troops land

Tower Defense



The Ammo Box at the top of the tower keeps you supplied as you snipe on enemy troops on the Bridge.

The large tower at the Village dominates the skyline, providing an incredible view of the control point and the Bridge to the west. As the British push their way across the Bridge, this is the premiere defensive spot for the Italians.

Fill the upper balcony with two or three scouts—the Ammo Box up here keeps them in business indefinitely. With their scopes, they can see faint silhouettes on the far side of the Bridge. Opposing scouts can see you as well, so stay low—preferably prone—while reloading, then crouch to fire. If you were successful in getting a Wespe back to the Village, this is also the perfect position from which to call in artillery strikes.

Defenders can also use the lower balcony, but the view isn't as great. This area also is more likely to get hit by incoming shells. Still, if the British manage to make it into the Village, this balcony provides a great view of the control point, making it a good spot for assault soldiers. From up here you can toss grenades down near the base of the flagpole, annihilating any soldier attempting to convert the control point.

Taking the Village

From the Beach landing to the Village assault, many elements of this battle may conjure flashbacks of the Omaha Beach map. If the Italians decide to hole up in the Village, the British face a daunting challenge. Not only do they have to cross the Bridge under fire, but they also have to fight through the Village and convert the control point in the open courtyard to the north.

First, gather all your vehicles at the Bridge control point, then begin shelling the Village with the M7 Priest. Place a scout along the north side of the Bridge (near the machine gun nest) to cover the house with the mounted machine gun. Begin the advance with the two Wolverines moving side by side down the Bridge. Follow behind with the M3 Grant and half-track—they can provide air cover in case the BF-110 attacks.



Toss grenades down into the courtyard from the upper story windows of the building near the Bridge.

Infantry should follow closely behind. The vehicles act as a metal shield, keeping the foot soldier safe from gunfire. The M10s' front armor can absorb a fair amount of damage, so they should make it across the Bridge if not halted by mines. Keep a few engineers in the assault force to clear enemy mines and conduct repairs on the lead tanks.

As soon as they cross the Bridge, the infantry should break north while the tanks continue moving east down the road. The troops should take up positions in the building with the mounted machine gun on the upper floor. From here they can look down on the courtyard to the east and fire on enemy troops as they spawn.

Two Ammo Boxes on the upper floor make this a great fire base. Keep an eye on the staircase and look out for grenades tossed through the windows. While the infantry harass the Italians in the courtyard, the vehicles should continue rolling toward the flagpole. If they get in trouble, send soldiers out into the courtyard to help them fight off defenders and capture the control point.

Coordinated attacks like this are about the only way you can overwhelm the determined Italian defenders. Even if such attacks aren't successful, the amount of damage you inflict in the process greatly reduces the Italian ticket count. In the end, wearing down the Italian defenders might be the only way to win this battle.

