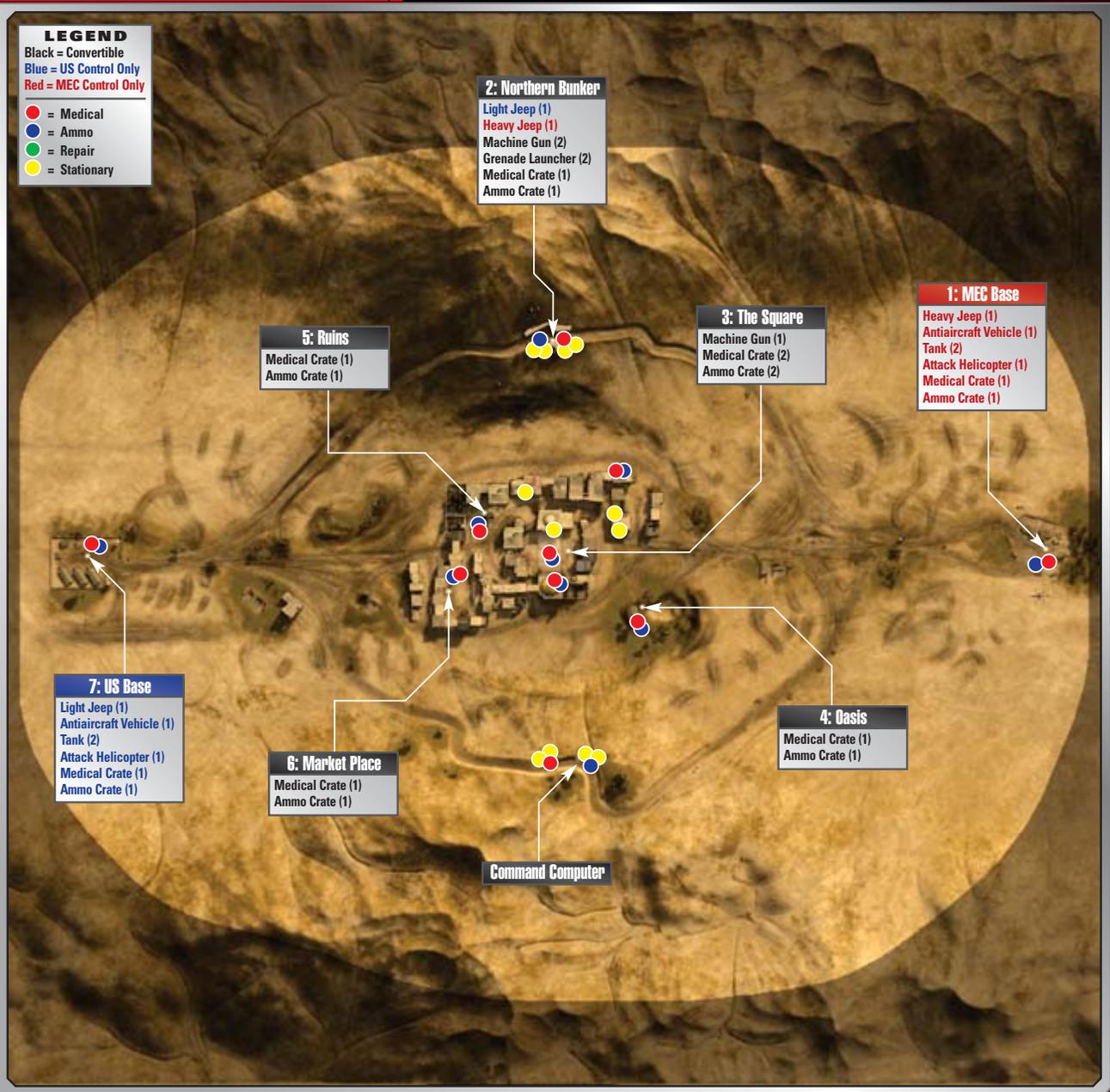


# DEADLY PASS

## CONQUEST: HEAD-ON



**LEGEND**  
 Black = Convertible  
 Blue = US Control Only  
 Red = MEC Control Only

● = Medical  
 ● = Ammo  
 ● = Repair  
 ● = Stationary

**2: Northern Bunker**  
 Light Jeep (1)  
 Heavy Jeep (1)  
 Machine Gun (2)  
 Grenade Launcher (2)  
 Medical Crate (1)  
 Ammo Crate (1)

**1: MEC Base**  
 Heavy Jeep (1)  
 Antiaircraft Vehicle (1)  
 Tank (2)  
 Attack Helicopter (1)  
 Medical Crate (1)  
 Ammo Crate (1)

**3: The Square**  
 Machine Gun (1)  
 Medical Crate (2)  
 Ammo Crate (2)

**5: Ruins**  
 Medical Crate (1)  
 Ammo Crate (1)

**4: Oasis**  
 Medical Crate (1)  
 Ammo Crate (1)

**6: Market Place**  
 Medical Crate (1)  
 Ammo Crate (1)

**7: US Base**  
 Light Jeep (1)  
 Antiaircraft Vehicle (1)  
 Tank (2)  
 Attack Helicopter (1)  
 Medical Crate (1)  
 Ammo Crate (1)

**Command Computer**

# BATTLEFIELD 2

MODERN COMBAT

## PRIMA OFFICIAL GAME GUIDE

### INTELLIGENCE REPORT

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



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

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

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

### Battle Overview

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

### Flag 1: MEC BASE

Initial Control: MEC

#### MEC BASE ASSETS

MEC Control	Unit Count
Otokar Akrep	1
ZSU-23-4	1
2S25	2
Mi-24	1
Medical Crate	1
Ammo Crate	1

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



#### CAUTION

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



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



## Deadly Pass

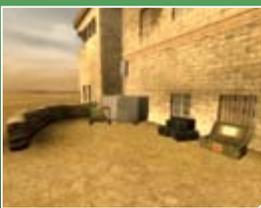
### Flag 2: NORTHERN BUNKER

Initial Control: Neutral

#### NORTHERN BUNKER ASSETS

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

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



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



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

### Flag 3: THE SQUARE

Initial Control: Neutral



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

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



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

#### THE SQUARE ASSETS

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

# BATTLEFIELD 2

MODERN COMBAT

PRIMA OFFICIAL GAME GUIDE

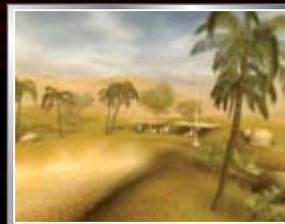
## Flag 4: OASIS

Initial Control: Neutral

### OASIS ASSETS

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

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



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

## Flag 5: RUINS

Initial Control: Neutral



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

### RUINS ASSETS

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

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



# Deadly Pass

## Flag 6:

### MARKET PLACE

Initial Control: Neutral

MARKET PLACE ASSETS		
US Control	MEC Control	Unit Count
Medical Crate	Medical Crate	1
Ammo Crate	Ammo Crate	1

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



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



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

## Flag 7:

### US BASE

Initial Control: US



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



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

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



### COMMAND COMPUTER



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

# BATTLEFIELD 2

MODERN COMBAT

## PRIMA OFFICIAL GAME GUIDE

### CTF

#### LEGEND

- = Medical
- = Ammo
- = Stationary



#### CTF Overview:

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

#### Available Vehicles:

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

### US FLAG



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



### MEC FLAG



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



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

