

BATTLEFIELD 2

MODERN COMBAT

PRIMA OFFICIAL GAME GUIDE

RUSSIAN BORDER

CONQUEST: HEAD-ON

LEGEND
 Black = Convertible
 Blue = EU Control Only
 Red = Chinese Control Only

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

1: EU Base
 Heavy Jeep (2)
 Tank (2)
 Machine Gun (1)
 Medical Crate (2)
 Ammo Crate (1)

2: Repair Yard
 Light Jeep (1)
 Heavy Jeep (1)
 Medical Crate (1)
 Ammo Crate (1)
 Repair Station (1)

3: Headquarters
 Attack Helicopter (1)
 Machine Gun (1)
 AT Missile Launcher (1)
 Medical Crate (3)
 Ammo Crate (2)
 Helipad (1)

4: Loading Bay
 Light Jeep (1)
 Heavy Jeep (1)
 Machine Gun (1)
 Medical Crate (1)
 Repair Station (1)

Command Computer
 M6 Bradley
 Medical Crate (1)
 Ammo Crate (1)

5: Hangar
 Machine Gun (2)
 Medical Crate (2)
 Ammo Crate (3)

6: Chinese Base
 Light Jeep (2)
 Tank (2)
 AT Missile Launcher (1)
 Medical Crate (1)
 Ammo Crate (1)

INTELLIGENCE REPORT



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

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

Battle Overview

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

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

Russian Border

Flag 1: EU BASE

Initial Control: EU



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

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

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



Flag 2: REPAIR YARD

Initial Control: Neutral



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

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

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



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Flag 3: HEADQUARTERS

Initial Control: Neutral

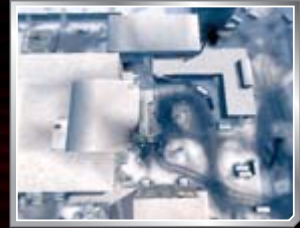
HEADQUARTERS ASSETS

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

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



Both sides need to take control of the Headquarters as quickly as possible to attain access to the map's only attack helicopter. The AS-665 Tiger is parked on a helipad to the northwest, even before any team takes the control point.



Technically, the helicopter isn't attached to the control point—it always spawns on the helipad. But due to proximity, the captor of the Headquarters probably controls the Tiger too. The Headquarters' flag sits in the middle of a courtyard on the eastern side of the main building. Defenders can lock down the courtyard by mining the narrow entry points to the east. The northern and southern rooftops are also accessible, providing defending infantry with a nice height advantage. An antitank missile turret is positioned in the upper floor of the damaged building to the south. This



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

Flag 4: LOADING BAY

Initial Control: Neutral



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



LOADING BAY ASSETS

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

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

Russian Border

Flag 5: HANGAR

Initial Control: Neutral



Fighting for control of the massive Hangar is often a small-scale battle in itself. The control point's flag sits in the very center of the structure on a slight hill. There is absolutely no cover near the flag, requiring attackers to stand out in the open while converting it. An upper level catwalk rings the interior perimeter of the structure, providing defenders with a perfect view of the flag. There are also two smaller buildings just inside the Hangar's large eastern and western entrances. Both of these buildings are equipped with an inward-facing machine gun that can also be used to cover the flag. If heavily defended, the Hangar is a tough nut to crack.



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

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



Attackers should use tanks to repel the small arms fire likely to be encountered while converting the flag. Remember, mines can be cleared with gunfire, so infantry should clear a path around the flag before the tanks roll in for the capture. While holding at the flag, those in tanks should listen for the beeping sound of a sniper's LTD achieving a lock. Thanks to the large opening in the Hangar's roof, air strikes (and mortar strikes) are still a threat.

Flag 6: CHINESE BASE

Initial Control: China

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

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



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COMMAND COMPUTER



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

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CTF

- LEGEND**
- = Medical
 - = Ammo
 - = Repair



CTF Overview:

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

Available Vehicles:

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

EU FLAG



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



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



CHINESE FLAG



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



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

