



PRIMA[®] OFFICIAL GAME GUIDE

EXCLUSIVE STRATEGY DIRECTLY
FROM THE GAME TESTERS
AND THE SYNDICATE.



2142[™] BATTLEFIELD

REDEFINING BATTLEFIELD STRATEGY



Prima is an authorized
Electronic Arts licensee.



BASED ON A GAME
RATED BY THE
ESRB



Protected by copyright. Unauthorized or unlawful copying or downloading expressly prohibited.

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

Player Scoring

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

Teamwork Scoring

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

NOTE

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

SCOREBOARD



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

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

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

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

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

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

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

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

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

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

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

Protected by copyright. Unauthorized or unlawful copying or downloading expressly prohibited.

RECON



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

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



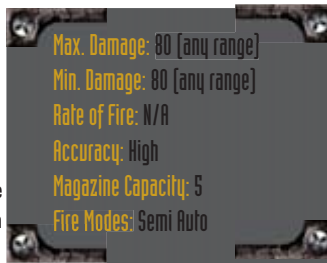
EU RECON

EU Recon Kit

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

Primary Weapon: Morretti SR4 Sniper

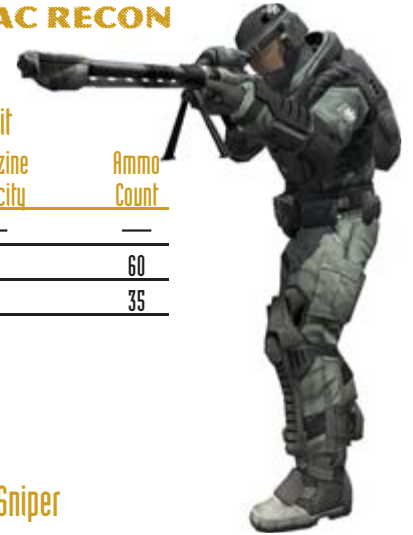
The Morretti SR4 (Sniper Rifle 4) is a next generation sniping medium utilizing a semiautomatic configuration, high-caliber round, and telescopic sight to effectively assail medium- and long-range targets. The rifle is fitted with a carbonized metal barrel to decrease thermal distortion, ensuring maximum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



PAC RECON

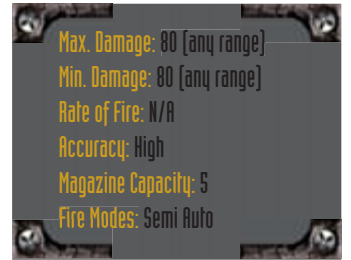
PAC Recon Kit

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



Primary Weapon: Park 52 Sniper

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



RECON UNLOCKS: BRANCH A

Unlock 1: APM

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



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

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

UNLOCK 2: SPRINTCOR 20 ENHANCED ENDURANCE

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

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

UNLOCK 3: STAMINAR 9 RECOVERY SYSTEM

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

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

UNLOCK 4: MAXCLIP

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

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

UNLOCK 5: EXTRA GRENADE

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

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

SQUAD LEADER UNLOCKS

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

UNLOCK 1: SLSB

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



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

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

UNLOCK 2: RD-4 OTUS

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



Protected by copyright. Unauthorized or unlawful copying or downloading expressly prohibited.

VEHICLES

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

DRIVER TRAINING

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



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

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

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

NOTE

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

ACTIVE DEFENSE

All APCs, tanks, battle walkers, and aircraft are equipped with the active defense countermeasure.

This deployable green energy shield surrounds the vehicle, blocking incoming missiles and shells. Press **[X]** to activate it. The shield



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

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

NOTE

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

FAST-ATTACK VEHICLES (FAVS)

MK-15 BANDIT

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

Quick and agile, the three-occupant, MK-15 Bandit is a high-performance, four-wheel-drive FAV used primarily as a multi-terrain, front line, battle transport. Armored only with lightweight ceramic elements and Triplex plates, the latest aramid fire-resistant synthetic fiber, the Bandit sacrifices protection for speed, boasting a pulsed plasma thruster (PPT), providing short bursts of unrivaled acceleration. The Bandit is armed with a single, medium-caliber, anti-infantry repeater.



Protected by copyright. Unauthorized or unlawful copying or downloading expressly prohibited.



Type 4 Armament

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

Gunship Tactics

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

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

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

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

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

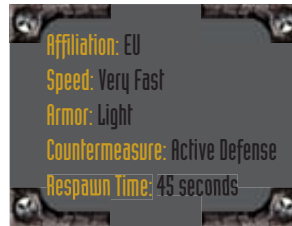
Gunship Weaknesses

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

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

AIR TRANSPORTS

UD-12 Shepherd



The UD-12 Shepherd was developed with a single purpose, to convey military personnel into the combat arena, dropping soldiers via spherical, quick-drop escape pods. Slow moving, but direction flexible, the Shepherd draws on a marriage of multi-source jet propulsion and hover technology to travel long distances at a mid-level altitude. The UD-12 is shelled in composite, electrically charged armor lined with Nomex fiber and relies on two medium-caliber, bipod mounted automatics to repel assailants.



UD-12 Armament

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

TEAM PLAY

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

COMMUNICATION

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

VOIP

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

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

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

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

Third-Party VoIP Software

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

Ventrilo:

<http://www.ventrilo.com>

Team Speak:

<http://www.goteamspeak.com>

CHAT



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

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

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

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

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

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

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

Protected by copyright. Unauthorized or unlawful copying or downloading expressly prohibited.

TEAM LOGISTICS

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

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



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

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

TIP

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

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

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



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

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

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

TIP

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

