



PRIMA[®] OFFICIAL GAME GUIDE

EXCLUSIVE STRATEGY DIRECTLY
FROM THE GAME TESTERS
AND THE SYNDICATE.



2142[™]

BATTLEFIELD

REDEFINING BATTLEFIELD STRATEGY



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BASED ON A GAME
RATED BY THE
ESRB **TEEN**
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BELGRADE

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

CONQUEST: 16 PLAYER



Pond



Playground

EU Strategy

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

PAC Strategy

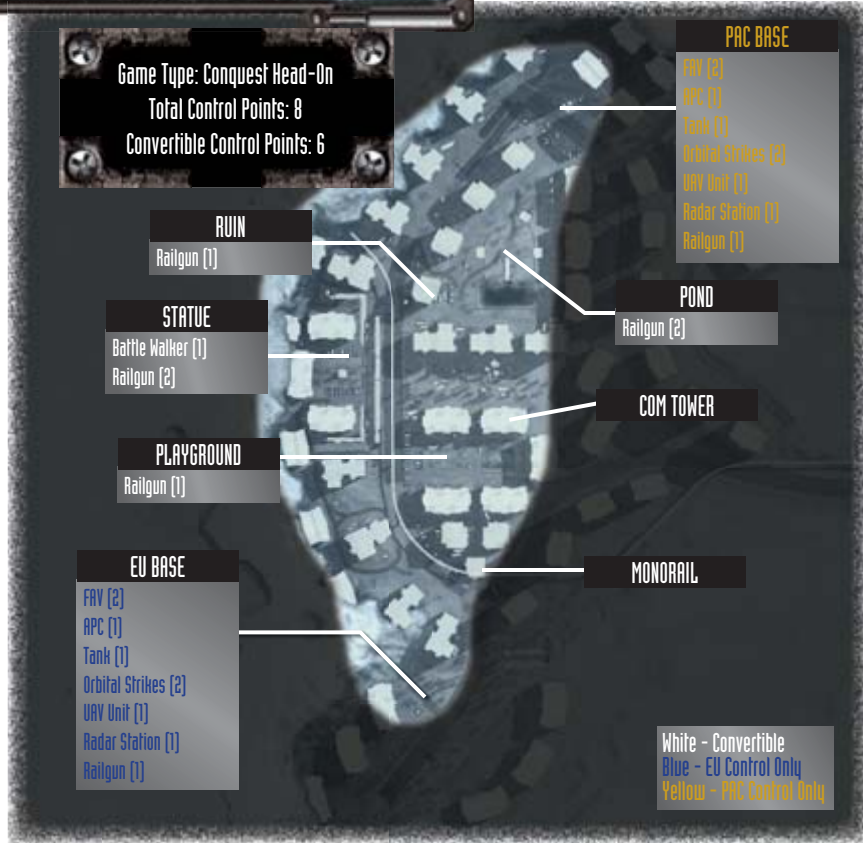
Like the EU, the PAC needs to quickly capture and hold a pair of control points to bleed their enemy's tickets. The Ruin is a short walk from the Pond, so use infantry to convert this control point as soon as possible. The T-39 Bogatyr and UAZ-8 Ocelot should head for the Statue and prepare the grounds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



BELGRADE

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CONQUEST: 32 PLAYER



PAC Base



EU Base

EU Strategy

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

PAC Strategy

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



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BASES & CONTROL POINTS

PAC BASE

Maps: 32 Player Only
Initial Control: PAC

Adjacent Bases/Control Points:
• Pond

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

Attack

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

Defend

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

PAC Base Assets

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



POND

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

Adjacent Bases/Control Points:
• PAC Base
• Ruin

In both 16- and 32-player matches, the Pond is well within the PAC's sphere of influence given its northern position. This control point is the PAC team's uncapturable base on the 16-player map, providing the team's only vehicles. But in the 32-player variation, the Pond is up for grabs.

Pond Assets

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

Attack

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



Defend

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

TIP

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



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RUIN

Maps: 16 and 32 Player
Initial Control: Neutral

Adjacent Bases/Control Points:

- Pond
- Statue
- Com Tower

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

Ruin Assets

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



Attack

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

Defend

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

TIP

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

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

Statue Assets

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



Attack

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

Defend

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

TIP

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

STATUE

Maps: 16 and 32 Player
Initial Control: Neutral

Adjacent Bases/Control Points:

- Ruin
- Com Tower
- Playground

COM TOWER

Maps: 16 and 32 Player
Initial Control: Neutral

Adjacent Bases/Control Points:

- Ruin
- Statue
- Playground

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

Attack

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

Defend

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

TIP

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



The Playground is the EU base in 16-player battles, spawning a couple of vehicles and serving as home to the commander's assets.

This sparse courtyard features a few trees, a couple of swing sets and a basketball court—hardly enough cover for a full-scale battle. Players spawning at the Playground can get a quick jump on the Com Tower by advancing through the alley to the north.

Attack

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

Defend

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

TIP

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

Playground Assets

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



PLAYGROUND

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

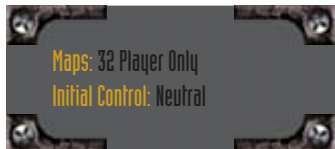
Adjacent Bases/Control Points:

- Com Tower
- Statue
- Monorail



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MONORAIL



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

Attack

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



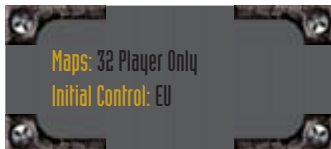
Defend

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



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

EU BASE



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

Attack

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

Defend

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

EU Base Assets

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



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MAP FEATURES

Know Your Role!

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

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

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

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

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

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

CHOKE POINTS

The Western Road



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

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

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

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

Com Tower Alleys

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



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

LOGISTICAL CONSIDERATIONS

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



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