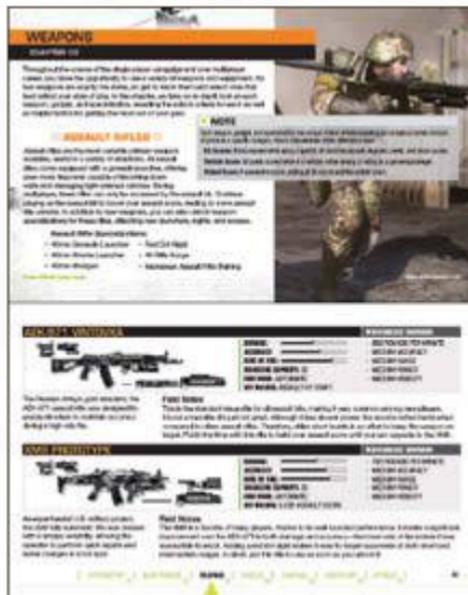


□ BASIC TRAINING □



Whether you're a veteran of the series or a new recruit, study this chapter to understand the basics of combat. Also, take time to brush up on the new innovations to the health system and destructible environments. The information in this chapter can significantly increase your lifespan, so don't pass it by.

□ WEAPONS □



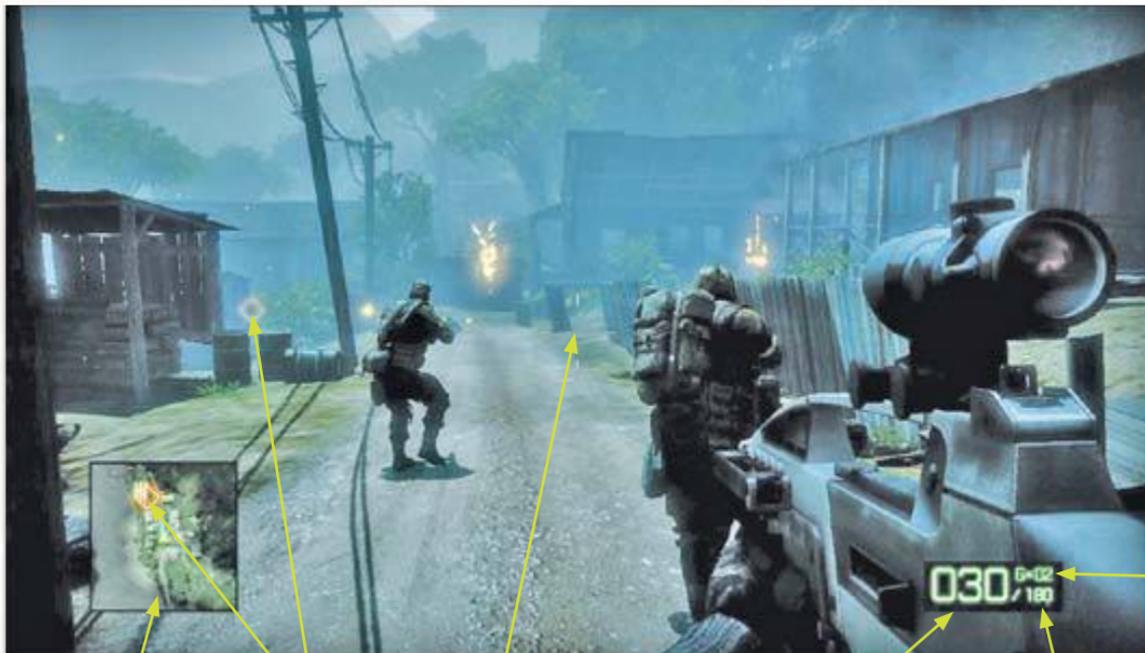
Succeeding in combat largely depends on picking the right tools for the job. In this chapter, we take an in-depth look at every weapon, gadget, and infantry-based specialization. Included are stats and tactics for every weapon as well as multiplayer unlock criteria for every piece of equipment.

□ VEHICLES □



In *Battlefield*, vehicles are more than a means of transportation—they're powerful implements of destruction. Reference this chapter for information on all light, heavy, water, and air vehicles, complete with field-tested tactics. All vehicle specializations are covered in this chapter too, helping you decide which bonuses to apply to your ride during chaotic multiplayer matches.

◇ INTERFACE ◇



MINIMAP

CURRENT OBJECTIVE

RETICLE

MAGAZINE COUNT

RESERVE AMMO

GRENADES

The heads up display, or HUD, is the way that vital information is displayed on your screen. None of the items on your HUD are there for aesthetics. They are there to help you accomplish your mission and keep you alive.

□ RETICLE □

The reticle is always located in the center of the screen. The reticle is the aiming point for your weapon. To hit a target, place the crosshairs over it. Some weapons, such as sniper rifles, do not have a reticle. Instead, they must be aimed using iron sights or scopes. Other weapons, such as grenade launchers or other weapons that lob a projectile, feature a reticle with a vertical line of arrows for aiming at various ranges.

□ MINIMAP □

Located in the bottom left corner of the screen, the minimap provides a top-down, 360-degree view of the environment through which you are moving. The minimap rotates as you change direction so that the top of the minimap is always the direction you are currently facing. In addition to showing the terrain, the minimap also shows the location of all detected enemies as red triangles or red vehicle icons. Friendly units are displayed in blue and empty vehicles are represented by white icons. It is a good idea to constantly refer to the minimap to keep track of enemies. Even if you can't see them visually, the minimap lets you know where they are located, whether behind a hill or inside a building. The minimap also comes in handy when looking for ammo. The icon with three green bullets represents an ammo crate while green pistol icons show you where you can pick up weapons or gadgets. Finally, red diamond icons show you the location of objectives—these same objective icons also appear on the HUD.

□ AMMO COUNT □

The ammo count box is located in the bottom right corner of the screen. Your ammo is represented by three numbers. The number to the left of the vertical line is the number of rounds you currently have loaded in the weapon's magazine while the number to the right is the amount of ammo available in unloaded magazines. As you reload your weapon, the number on the right decreases as the number on the left increases up to the maximum amount the weapon's magazine can hold. The third number, above the ammo reserves, represents how many grenades you have.

> TIP

When firing at an enemy, watch for diagonal lines flashing around the perimeter of the reticle. This means you are hitting the target, though not necessarily indicating a kill. This is especially useful when making long-range shots.

⚡ CAUTION

The color of the ground on the minimap also has meaning. The dark shaded terrain is out of bounds. If you move into this area, you have ten seconds to get back into the gray or you will be killed by enemy artillery.

> TIP

Make a habit of loading a fresh magazine after each engagement. If you're running low on ammo, look for ammo crates and stand next to one to stock up. In multiplayer, ammo can only be retrieved from ammo boxes dropped by assault players.

□ CONTEXTUAL ACTIONS □

During gameplay, you have the opportunity to interact with some objects. At these times, instructions appear on the screen. For example, when you are near a weapon on the ground or next to a vehicle not occupied by enemies, a note appears at the bottom center of the screen stating which button you need to press to pick up the weapon or to get into the vehicle. Other instructions appear along the right side of the screen when operating a vehicle or using a new weapon, informing you how to accomplish different actions. Interacting with M-COM stations (in single and multiplayer modes) makes you initiate a timed explosive charge used to destroy the crate.



◇ MOVEMENT ◇

Moving around the battlefield is fairly straightforward. You can use your controls for forward and backward movement as well as strafing to the left and right. Strafing is a sideways move where the direction you are facing does not change. It is useful for moving out from cover to fire, and then back behind cover for protection. You can also control where you look—turning left and right as well as looking up and down.

□ HEALTH □

In *Bad Company 2*, there is no longer a health bar showing you how close you are to dying. Instead, as you take damage, the HUD's perimeter turns red with splotches of blood and your vision blurs. Whenever this happens, seek cover immediately. While in cover, you slowly heal over time and the HUD returns to its default pristine condition. The new health system functions the same way in both single-player and multiplayer campaigns. In multiplayer it takes much longer to heal while in cover, however, so you better find a medic's medkit to expedite the process.



> TIP

The parachute is back! Don't forget to hit the silk when jumping out a helicopter or leaping off a tall building. While falling, press the jump button to deploy the chute.

F2000 ASSAULT



DAMAGE:	
ACCURACY:	
RATE OF FIRE:	
MAGAZINE CAPACITY: 30	
FIRE MODE: AUTOMATIC	
MP UNLOCK: 8,100 ASSAULT SCORE	

PERFORMANCE SUMMARY:

- » 800 ROUNDS PER MINUTE
- » LOW ACCURACY
- » MEDIUM RANGE
- » MEDIUM POWER
- » HIGH MOBILITY

This fully automatic Belgian assault rifle features a bullpup layout and offers a selection of modifications ranging from scopes to grenade launcher attachments, enabling it to be tailored for any given mission or tactical situation.

Field Notes

The F2000 is a strange beast. Its compact design, limited accuracy, and blistering rate of fire gives it the feel of a submachine gun. This doesn't make it a bad choice, especially if operating in tight quarters—the high rate of fire is a welcome attribute in any point-blank duel. But if you need something with a bit more range and accuracy, choose a different rifle.

STG.77 AUG



DAMAGE:	
ACCURACY:	
RATE OF FIRE:	
MAGAZINE CAPACITY: 30	
FIRE MODE: AUTOMATIC	
MP UNLOCK: 20,200 ASSAULT SCORE	

PERFORMANCE SUMMARY:

- » 800 ROUNDS PER MINUTE
- » LOW ACCURACY
- » MEDIUM RANGE
- » MEDIUM POWER
- » HIGH MOBILITY

Possessing a high level of performance and durability, the Austrian-made fully automatic AUG bullpup assault rifle is boosted by stellar mobility, making it ideal for combat in close quarters and built-up areas.

Field Notes

The AUG has similar characteristics to the F2000, but with much better performance, particularly when it comes to stopping power. But it's still a compact assault rifle and best deployed at short and intermediate ranges. Consider equipping it when you're on guard duty watching over a control point or M-COM station.

AN-94 ABAKAN



DAMAGE:	
ACCURACY:	
RATE OF FIRE:	
MAGAZINE CAPACITY:	30
FIRE MODE:	2-ROUND BURST
MP UNLOCK:	28,200 ASSAULT SCORE

PERFORMANCE SUMMARY:

- » 600 ROUNDS PER MINUTE
- » HIGH ACCURACY
- » LONG RANGE
- » HIGH POWER
- » LOW MOBILITY

This rifle is capable of putting a 2-round burst on target from 100 meters. It substantially increases lethality, stopping power, and armor penetration, making it a weapon of choice for the Russian special forces.

Field Notes

At first glance, the AN-94 is a rather unremarkable rifle. But it's easily one of the best weapons in the game. The rifle's 2-round burst minimizes recoil while conserving ammo—all it takes is a couple of quick bursts to drop most opponents. Plus, it's extremely accurate at any range. Adding the red dot sight or 4X scope makes this rifle even deadlier. Overall, a great rifle and well worth logging time with the assault kit to unlock it.

M416



DAMAGE:	
ACCURACY:	
RATE OF FIRE:	
MAGAZINE CAPACITY:	30
FIRE MODE:	AUTOMATIC
MP UNLOCK:	35,300 ASSAULT SCORE

PERFORMANCE SUMMARY:

- » 700 ROUNDS PER MINUTE
- » MEDIUM ACCURACY
- » MEDIUM RANGE
- » MEDIUM POWER
- » MEDIUM MOBILITY

A German creation, the M416 assault rifle was built as a solution to the M4/M16 outdated weapons systems. The modifications guard against malfunctions and prolong the life of parts.

Field Notes

Of the fully automatic assault rifles, the M416 is the most well-rounded. Although it lacks the high rate of fire of some rifles in its class, this characteristic reduces recoil, making the rifle easier to control during long automatic bursts. Its compact size also makes it easy to maneuver through doorways and other tight spaces.

40MM GRENADE LAUNCHER



MAGAZINE CAPACITY: 1

FIRE MODE: SINGLE SHOT

MP UNLOCK: ASSAULT KIT START

PERFORMANCE SUMMARY:

- » MEDIUM ACCURACY
- » MEDIUM RANGE
- » HIGH DAMAGE

40mm high explosive grenades for the assault rifle's underslung launcher. Effective against personnel and light vehicles.

Field Notes

The GL40mm is the standard-issue weapon attached to all assault rifles. It fires a 40mm grenade that explodes on impact. Since the grenade is launched, it has a much greater range than hand-tossed munitions. Use the horizontal lines on the HUD to gauge distance and lob grenades toward your target with an arc-like trajectory. This weapon is great for blowing away walls—and the enemies hiding behind them. It can even do serious damage to M-COM stations if you can establish a line of sight.

40MM SMOKE LAUNCHER



MAGAZINE CAPACITY: 1

FIRE MODE: SINGLE SHOT

MP UNLOCK: 5,410 ASSAULT SCORE

PERFORMANCE SUMMARY:

- » MEDIUM ACCURACY
- » MEDIUM RANGE
- » NO DAMAGE

40mm smoke grenades for the assault rifle's underslung launcher. Provides a visual screen to aid battlefield movement. Conceals targets near the point of impact.

Field Notes

This weapon operates identically to the GL40mm, but instead of firing high-explosive rounds, it fires smoke grenades. Smoke is useful for covering advances, obscuring the views of enemies. Fire smoke grenades in front of suspected enemy sniper positions or, when on defense, hide an exposed M-COM station behind a smoke screen. There are many useful applications for smoke, so don't scoff at its lack of damage output. A squad who uses smoke effectively can traverse great distances without getting touched.

40MM SHOTGUN



MAGAZINE CAPACITY: 12
FIRE MODE: SEMIAUTOMATIC
MP UNLOCK: 10,900 ASSAULT SCORE

PERFORMANCE SUMMARY:

- » LOW ACCURACY
- » VERY SHORT RANGE
- » EXTREME DAMAGE

40mm shotgun rounds for the assault rifle's underslung launcher. Filled with 12 tungsten darts for close-range combat. Effectiveness suffers greatly over range.

Field Notes

This underslung shotgun helps convert any assault rifle into a close-quarter killer. Equip this weapon when entering buildings or other confined spaces and keep it aimed at chest level. All it takes is one shot to kill an enemy with this weapon at close range. But switch back to your assault rifle when moving outside, as the shotgun is only effective at extreme close ranges. This is a great addition to your assault kit when operating in urban environments, with lots of house-to-house fighting.

AMMO BOX



MP UNLOCK: 1,180 ASSAULT SCORE

Portable ammunition supply point. Deploy to replenish ammo for nearby soldiers. Contains a limited amount of resupplies.

TIP

If a team or squadmate is low on ammo, three bullet icons flash above their head. Get them some ammo fast!

Field Notes

Carried exclusively by the assault kit, the ammo box is the only source of ammo during multiplayer matches. There are no ammo crates, so it's up to assault players to provide ammo to their teammates. Simply stand next to one of these packs for a few seconds to replenish the ammo for all of your weapons. When playing as assault, drop these packs around clusters of teammates—each time someone retrieves ammo from a pack you earn a resupply bonus. This is a great way to supplement your score while supporting your team and squadmates.

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INTRODUCTION

HOW TO USE
THIS GUIDE

BASIC TRAINING

WEAPONS

VEHICLES

LIGHT VEHICLES

HEAVY
VEHICLES

AIR VEHICLES

WATER VEHICLES

VEHICLE
SPECIALIZATIONS

CAMPAIGN

MULTIPLAYER

APPENDIX

HUMV

Ride of choice for the U.S. armed forces. Equipped with a .50 caliber machine gun in a 360-degree turret.

**NATIONALITY:** U.S.**SPEED:** FAST**ARMOR:** LIGHT

VEHICLE OCCUPANCY

SEAT	POSITION	WEAPON
1	Driver	None
2	Gunner	.50 Caliber Machine Gun
3	Passenger	Troop Kit
4	Passenger	Troop Kit

Field Notes

The familiar HUMV is the most common light vehicle when playing as the U.S. The vehicle's body and doors can repel most small arms fire, but the windows leave the driver and passengers somewhat exposed. Consider keeping this vehicle back from the action and using its machine gun to engage enemy infantry and helicopters.

QUAD

Ultra-light and nimble ATV. Unarmed except for the passenger's personal weapons.

**NATIONALITY:** U.S. AND RUSSIA**SPEED:** VERY FAST**ARMOR:** NONE

VEHICLE OCCUPANCY

SEAT	POSITION	WEAPON
1	Driver	None
2	Passenger	Troop Kit

Field Notes

The new QUAD ATV is the fastest and most nimble of the ground vehicles, capable of zooming past enemy positions and traversing even the roughest terrain. The vehicle has no armor, however, leaving its driver and passenger positions completely exposed. Furthermore, the vehicle can be quickly destroyed by small arms fire, so keep moving and avoid areas of high enemy concentration.

TIP

The QUAD can perform some amazing jumps. Look for ramps and other sloped terrain to send this vehicle flying through the air.

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VODN

Russian modular utility transport vehicle. Combat troop transport version with a 12.7mm machine gun.



NATIONALITY: RUSSIA

SPEED: FAST

ARMOR: LIGHT

VEHICLE OCCUPANCY

SEAT	POSITION	WEAPON
1	Driver	None
2	Gunner	12.7mm Machine Gun
3	Passenger	Troop Kit
4	Passenger	Troop Kit

Field Notes

The VODN performs much like the HUMV, but has a slightly taller profile, making it a bit unstable on uneven terrain. Watch your speed, particularly when turning, otherwise you may roll the vehicle, forcing you to find another ride or continue your journey on foot.

□ LIGHT VEHICLE TACTICS □

- The roof-mounted machine guns found on most of these vehicles are excellent anti-aircraft guns. Fire a steady burst of automatic fire at enemy helicopters to make them spin out of control.
- Think twice before loading your entire squad into one of these vehicles. All it takes is one hit from a tank or rocket launcher to destroy your ride, potentially killing your entire squad.
- Given their speed, the light vehicles are great for scoring road kills. Simply drive directly toward enemy troops at high speed and run them down before they can dash out of your way.
- Passengers in these vehicles can fire the weapons from their troop kits, but accurately targeting enemies out of a moving vehicle is tough. It's often better to save your ammo for when the vehicle reaches its destination.
- At the start of a battle, don't drive off in one of these vehicles until a few teammates hop inside. Stranding teammates at your base won't win you any fans. However, your squadmates can spawn into the vehicle if there are open seats.

TIP

The hatch at the back of the VODN is open, allowing you to shoot the gunner in the torso and legs.

HARDENED ARMOR



MP UNLOCK: 2,330 VEHICLE SCORE

An armor upgrade package that enhances a vehicle's resistance to anti-armor munitions. This upgrade helps decrease the effects and damage of otherwise lethal hits.

Field Notes

Always consider equipping this specialization when driving a tank or piloting a helicopter. The added armor can make a huge difference during tank duels, giving you a significant advantage over your opponent. The armor package also reduces the damage caused by incoming rockets and missiles. Of all the vehicle specializations, this is one of the best.

EXTRA DAMAGE



MP UNLOCK: 3,650 VEHICLE SCORE

With hardened steel warheads and quick burn explosive compounds, this upgrade substantially increases the effectiveness of the vehicle's primary weapons.

Field Notes

This is another great specialization, boosting the damage output of each vehicle's weapon. Obviously, the already powerful tanks and helicopters benefit most from this specialization. But it can come in handy when manning a heavy machine gun on a light vehicle too, especially if you're trying to shoot down pesky enemy helicopters.

INTRODUCTION

HOW TO USE
THIS GUIDE

BASIC TRAINING

WEAPONS

VEHICLES

CAMPAIGNOPERATION
AURORA

COLD WAR

HEART OF
DARKNESS

UPRIVER

CRACK THE SKY

SNOWBLIND

HEAVY METAL

HIGH VALUE
TARGETSANGRE DEL
TORONO ONE GETS
LEFT BEHINDZERO DARK
THIRTYFORCE
MULTIPLIER

AIRBORNE

EPILOGUE

MULTIPLAYER

APPENDIX

HEART OF DARKNESS

05: CAMPAIGN

LEGEND

-  Insertion Point
-  Objective
-  Supply Drop
-  Weapon
-  M-COM Station

MISSION COLLECTIBLES

M-COM Stations: 2**Collectible Weapons:**

- AEK-971 assault rifle
- M2CG rocket launcher
- QJY88 light machine gun
- MG3 light machine gun
- DTN-4 remote detonator
- SCAR-L silenced submachine gun

MAP CONT.
NEXT PAGE


 MAP CONT.
PREV. PAGE


Not long after the briefing with General Braidwood, the boys from Bad Company are over Bolivia in a Blackhawk piloted by an eccentric pacifist named Flynn. Flynn may be odd, but he's good at his job, effortlessly dodging an RPG fired at the chopper. It looks like the area is hot. Time to find this Aguire guy and find out what he knows about the fake device Marlowe found in Russian territory.



◇ 1 FOLLOW UNIT ◇

According to your intel, Aguire is stationed at a nearby village. As soon as you hit the ground, follow your team out of the shallow water and onto a jungle path.



Things don't look right as you near the village. There are no signs of life—quite the opposite in fact. Judging by the fires and dead bodies, it looks like the village was recently attacked. But Aguire may still be alive, so follow Sarge to Aguire's hut.

There's nothing but more dead bodies in Aguire's place, but Aguire doesn't seem to be one of the victims. So where is he? Sarge finds a clue on a map left by Aguire.



It looks like he may be somewhere up the river. But following him will have to wait. A commotion outside sets the guys on alert. Whoever attacked this village is still around.

◇ 2 WITHSTAND COUNTERATTACK ◇



A group of local militia patrol outside Aguire's hut. They're unaware of your presence so wait for Sarge's order before opening fire. Once the first shot is fired, prepare for a heated assault originating from the hill. Hold at the window in Aguire's house and watch for enemies attempting to flank on the right of your position. Although the house offers decent cover, it's made out of wood and will degrade over time. Be ready to move out onto the porch and take cover behind the sandbags near your squad.



During the firefight watch for an enemy armed with a rocket launcher on the hill straight ahead. Haggard calls him out when he appears. Quickly line this deadly enemy in your scope's sight and take him out before he can fire a rocket directly at your team's position. Help the squad mop up the rest of the attackers, but don't let your guard down just yet.



Shortly after taking out the enemy armed with the rocket launcher, a PBLB patrol boat races along the river, firing at your team with a grenade launcher. Immediately race up the hill where the rocket launcher enemy was positioned. Here you find an M2CG rocket launcher. Pick it up and immediately target the boat in the river. Zoom in and line up the boat in the launcher's sight to score a direct hit, causing the target to explode. For best results, wait for the boat to slow down and make a turn before firing.



Destroying the patrol boat allows you to finally move up river and resume your search for Aguire. Move to the dock to find a small motorboat. It's no yacht, but it will do the job. Hop into the boat and take your squad up river.

NOTE

Before leaving the village, gather a few weapons for your arsenal. In addition to the M2CG rocket launcher, there's an AEK-971 assault rifle near Aguire's house. There's also a QJY88 light machine gun by the house on the boat dock. Look for the green pistol icons on the minimap to find each weapon's precise location.

3 FOLLOW AGUIRE'S TRAIL



A pounding thunderstorm breaks out as you pilot the boat up the river. Keep the boat centered in the middle of the river to avoid colliding with the rocky banks. Although you can see militia running through the jungle, there are no threats during this short trip, so just follow the river. The water eventually becomes too shallow for the boat to navigate. You'll need to continue the trek on foot.



During the hike up the shallow river, more militia attack. Instead of standing in the middle of the river and returning fire, quickly seek cover behind one of the large rocks. The militia members are armed with a mix of shotguns and light machine guns. Prioritize the guys with shotguns first, as these enemies are very deadly, particularly at close range. As necessary, crouch behind your rock to recover or reload.



As the firefight dies down, proceed down the river as it bends to the right. Prepare for more action here as another group of militia attack from a small village. Once again, grab some cover and then return fire. Hold at the riverbend until you get a new objective.



Before proceeding into the village, climb the path at the bend in the river to locate the first M-COM station. These satellite uplink boxes are scattered throughout most of the campaign's levels. Simply walk up to the box and hold down the button indicated on the screen to plant a charge. Step away once the charge is placed and watch from a safe distance as the M-COM station explodes. Destroying M-COM stations isn't necessary to complete the campaign, but if you find and destroy them all you'll earn the *Complete Blackout* achievement/trophy. In fact, you earn the *Link to the Past* achievement/trophy for just destroying one. So keep your eyes peeled for more of these boxes as you proceed through the campaign.

◇ 4 RESUPPLY AT FLYNN'S WEAPON CACHE ◇

Follow your squad into the village and climb the stone steps ascending the side of a steep cliff. At the top of the steps you can grab an MG3 light machine gun as well as destroy another M-COM station. That's the second and final station in this level. Take the MG3 with you as it's a great light machine gun with an amazing rate of fire. Simply picking it up unlocks it, making it available in all future supply drops.



Speaking of supply drops, Flynn has dropped a crate for you on the path beyond the village. Interact with the crate to choose two primary weapons. Notice that all the weapons you've picked up thus far appear in the two parallel lists, along with stats for each. For the next phase of the mission, choose an assault rifle and stick with your newly acquired MG3 light machine gun as a backup.





The trail beyond the supply crate leads back down to the same riverfront village, now occupied by more local militia. Most of the enemies here are in the two large shacks, firing from the windows.

Instead of picking them off one by one, consider blasting them to bits with your assault rifle's grenade launcher. At the very least, grenades demolish the shacks' walls, giving the enemy nowhere to hide.



Once the village is safe to enter, return to the river and look for a PBLB patrol boat parked at the dock. The militia members you just wiped out won't be needing this boat anymore, so hop aboard and ferry your squad further up river.

◇ 5 SWEEP AND CLEAR MILITIA LOGGING CAMP ◇



The PBLB is much faster than the motorboat you piloted earlier, plus it's armed with a couple of grenade launchers. Still, watch your speed as you maneuver around tight corners. The river eventually dead ends near a militia-run lumber yard. There's no way around it so you'll need to fight your way through it.

Instead of hopping out of the boat immediately, pilot the boat as close to the lumber yard as possible, parking it near the rocks and logs that block the river. Once in position, open fire on the lumber yard's structures with the forward grenade launcher. This should get the militia's attention. Continue pounding the facility with grenades as more and more enemies move into view. However, watch for enemies attempting a counterattack along the right bank of the river near the supply drop crate. They stand no chance as long as you respond with a quick barrage of grenades.

Once you've done as much damage to the lumber camp as possible from the PBLB, hop out and proceed on foot. If necessary, visit the nearby supply drop crate and swap out your weapons. Instead of trudging through the shallow lagoon by the lumber camp, stay on shore, circling to the right of the facility. Despite your efforts with the PBLB's grenade launcher, there's likely a few more militia hanging around, so stay on guard. There are a couple of weapon pick-ups near the lumber camp's shore, both containing a DTN-4 remote detonator and explosives.

Expect heavy resistance at the lumber shed at the north end of the camp. Here several militia hide among the piles of lumber, waiting to ambush you and your team. Fortunately the wood piles offer excellent protection, so stake out some cover as soon as the lead starts to fly.



While your team performs a frontal assault on the shed, flank along its left side. Here you find a SCAR-L silenced submachine gun that makes your flanking maneuver a bit easier. The SCAR-L is a very accurate weapon, ideal for close-quarter fights such as this. Plus it's quiet, allowing you to pick off targets without drawing too much attention. There's a machine gun nest at the north end of the shed, so proceed with caution while clearing the rest of the camp.



◇ GAME MODES ◇

There are a total of four game modes spread across 20 different maps, offering plenty of variety for all. Some of the game modes are familiar classics, but there are a couple of new ones intended to ramp up the intensity for those who prefer non-stop action.

□ CONQUEST □

Max Players: 24 Console/32 PC

This classic *Battlefield* game mode is back, requiring your team to dominate the area of operations by capturing control points and holding them. Simply stand next to a flag pole at a control point to raise your team's flag—the more teammates there are in the flag's capture radius, the faster the flag is raised. Once captured, some control points provide vehicles and stationary weapons, so leave some personnel back to defend these locations. Both teams have a limited number of reinforcements known as tickets. The ticket count for both teams appears just above the minimap—the team who runs out of tickets first loses the match. You can drain the enemy ticket count by holding more than half of the control points on the map. So if there are four control points, all you need to do is hold three to initiate a ticket drain. Capture a majority of the control points early on and stay put, forcing the enemy to attack your defended positions.

□ RUSH □

Max Players: 24 Console/32 PC

Rush is the new version of Gold Rush, first introduced in the previous installment. In this game mode, one team is the attacker while the other is the defender. On the map, there are several bases controlled by the defender. The attacker's objective is to destroy the two M-COM stations at each base. Once both stations have been destroyed, that base is considered destroyed and the defender receives a new base to defend with two more M-COM stations. The attacker has a limited number of tickets at the beginning of a match, shown just above the minimap. Whenever an attacking soldier dies, it costs a ticket for the soldier to respawn on the map. Once the tickets run out, the attackers can't spawn new soldiers back onto the map, giving the defenders a win. However, once the attacker destroys a base, the team gets more tickets as well as a new set of vehicles. The defenders do not have to worry about tickets. They have an unlimited number of respawns. The defender wins by eliminating all attackers and reducing the attacker's tickets before they can destroy all the M-COM stations on the map.



□ SQUAD RUSH □

Max Players: 8

Squad Rush is a modified version of Rush pitting two squads against each other in a compact attack/defend-style game. In this mode, there are only two bases, with only one M-COM station positioned at each. It's the job of the defending team's four-player squad to defend each base's M-COM station against the four-player attacking squad. The gameplay is identical to Rush, but on a much smaller scale emphasizing infantry combat. Teamwork is essential if you wish to come out on top, so stay together and keep the lines of communication open at all times.

> TIP

M-COM stations can be destroyed in a couple of ways. Stand next to a box and interact with it to plant a charge—just like the gold crates in the first game. While planting a charge in this fashion, you can still look around and fire your weapon, so watch out for defenders nearby. Another option is to destroy the M-COM station from long range with explosive weapons, such as rockets, grenades, or tank rounds. These stations can take some serious punishment, so keep up the attack until they explode.

□ SQUAD DM □

Max Players: 16

Squad DM is *Battlefield's* first foray into deathmatch, but with a unique team-oriented twist. In this mode, there are four four-player squads each representing a different team: A, B, C, and D. The team that scores 50 kills first wins—the score is listed on the left side of the screen at all times. To make things more interesting, each Squad DM map contains one Infantry Fighting Vehicle (IFV). Whoever can take control of this vehicle gains a huge advantage in firepower. But while manning the vehicle, be aware that there are three other squads gunning for you. As you can imagine, this is a very fast-paced game mode best played with good squadmates you can rely on to watch your back. Stay together, and stay alive!

◇ TROOP KITS ◇

Succeeding during any multiplayer match often comes down to choosing the right tools for the job. That's where the troop kits come in. Before spawning into a game, you're prompted to choose which kit you wish to equip. If you're a team player, your choice should be based on what is needed as opposed to which kit you want to play. For example, if your base is being overrun by enemy tanks, choose the engineer kit and use rockets or mines to eliminate the threats. Although there are only four troop kits to choose from, the customization options are the most elaborate of any *Battlefield* game to date, allowing you to mix and match weapons, gadgets, and specializations to create a unique kit that compliments your style of play.

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□ ASSAULT + □



U.S. Assault



Russian Assault

STRENGTHS: WELL-ROUNDED KIT; AMMO RESUPPLY

WEAKNESSES: LIMITED ANTI-ARMOR CAPABILITY

STARTING ASSAULT KIT

PRIMARY WEAPON: AEK-971 VINTOVKA

SECONDARY WEAPON: M9

GADGET: 40MM GRENADE LAUNCHER

FRAG GRENADES: 2

The assault kit is the most versatile of the four kits, effective in both offensive and defensive situations. When you're not sure what kit to choose, you can't go wrong with this one. The assault rifles associated with this kit are excellent at any range, with great damage output and impressive rates of fire. Each assault rifle is also equipped with a 40mm grenade launcher, great for blasting infantry, light-skinned vehicles, and even structures. The assault kit also plays a crucial supporting role by supplying teammates with ammo. The kit's first unlock is the ammo box, a device that dispenses ammunition to all within a small radius. There are no ammo crates in multiplayer, so it's up to the assault players to replenish everyone's ammo. You earn a resupply bonus whenever a teammate retrieves ammo from an ammo box, so don't be stingy with these things. Scatter them around your teammates to boost your score.

Assault Tactics

- Most of the kit's assault rifles are fully automatic. But go easy on the trigger when firing automatically, as the rifle's recoil can pull your aim skyward. Instead, tap the trigger, firing in short bursts, to keep the weapon on target.
- Pestered by an enemy firing from a window? Launch a grenade just below the window to take out the entire wall and the shooter standing behind it. This is also a good way to permanently destroy heavy machine guns mounted in windows.
- The assault kit should never run out of ammo, so don't forget to toss an ammo box at your feet if you're running low on ammo or grenades. Also, make sure the recon and engineer players on your team have plenty of ammo. Sniper rifles and rocket launchers run dry quickly, so supplying these players with their own ammo box can become quite lucrative in terms of scoring resupply points.
- Grenades cause very little damage to heavy vehicles like tanks and IFVs. Don't bother attacking these vehicles unless you see smoke pouring out, indicating heavy damage. If you do attack a heavy vehicle, always strive to hit their weak rear armor to maximize damage.

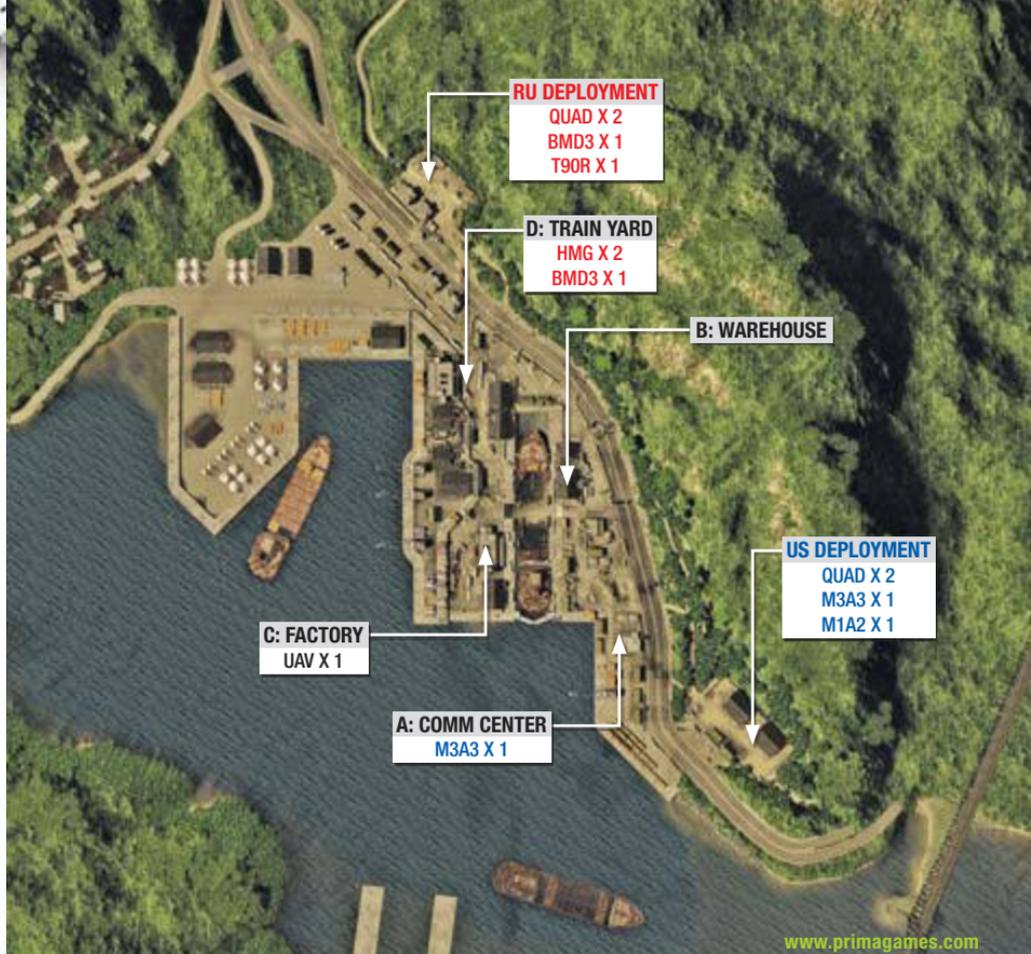
◇ PANAMA CANAL ◇

Units in contact are being rotated out as a result of combat fatigue. Weeks of fighting have left the harbor in ruins and the surrounding area littered with destroyed equipment. Armored movement is hampered and deadly kill zones mar the ground.

□ CONQUEST □

At the start of this battle, the Russians occupy the west half of the canal while the Americans hold the east side. Expect heavy fighting around the factory (C) as both teams attempt to take control of the UAV. There are four control points on this map, so try to take and hold at least three to begin bleeding the enemy's ticket count. The Russian and U.S. bases cannot be captured, so don't bother attacking them unless you're merely looking to steal the vehicles that spawn there.

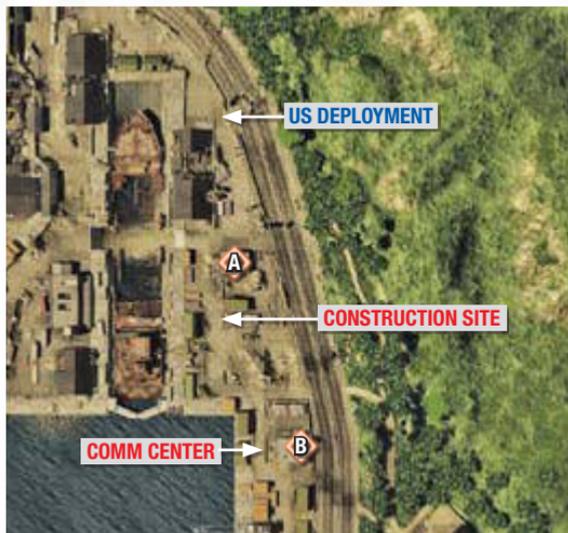
Prima Official Game Guide



www.primagames.com

□ SQUAD RUSH □

This intense squad battle takes place on the eastern side of the canal. The Russian squad must first repel the U.S. attack on the M-COM station at the construction site before falling back to the comm center for their final stand. The nearby buildings and rubble give the Russian defenders decent cover and concealment, so if attacking, consider using smoke grenades to cover your squad's advance.



LEGEND



M-COM



6 SECURE ACCESS ROAD




Having wiped out the militia at the camp, proceed down the dirt road toward a cluster of shacks. But be ready to take cover—the enemy is waiting to ambush your squad. Answer back by lobbing grenades at the shacks to knock out the enemies firing from windows. Eliminate as many militia members as possible from long range before attempting an advance.



Let your squad members lead the charge up the wooden path leading between the shacks. There are most likely a few enemies lurking about the interiors, so it's best to let your team spot them first. Your teammates can't die, but you can! As you near the last shack to the north, watch for more enemies blocking the path to the access road. Once again, let your squad lead the way while you hold back and provide support. If you missed the MG3 light machine gun earlier, you can pick one up here, too.



Beyond the shacks is the access road. Race up this dirt path to load the next part of this mission. Your search for Aguire continues in *Upriver*.

APPENDIX

◇ MULTIPLAYER SCORING ◇

ACTION	DESCRIPTION	POINTS
Kill	Kill an enemy.	50
Headshot	Kill with a headshot; bonus points added to kill score.	10

VEHICLES		
ACTION	DESCRIPTION	POINTS
Driver Kill Assist	While riding in a vehicle, your driver performs a kill.	30
Passenger Kill Assist	While driving/riding in a vehicle, a passenger performs a kill.	30

KIT SUPPORT		
ACTION	DESCRIPTION	POINTS

◆ MULTIPLAYER UNLOCKS ◆

ASSAULT KIT UNLOCKS			
UNLOCK	NAME	IMAGE	ASSAULT SCORE
1	Gadget: Ammo Box		1,180
2	Weapon: XMB Prototype		3,020
3	Weapon: XMB Prototype		3,020
4	Weapon: XMB Prototype		3,020
5	Weapon: XMB Prototype		3,020
6	Weapon: XMB Prototype		3,020
7	Weapon: XMB Prototype		3,020
8	Weapon: XMB Prototype		3,020
9	Weapon: XMB Prototype		3,020
10	Weapon: XMB Prototype		3,020
11	Weapon: XMB Prototype		3,020
12	Weapon: XMB Prototype		3,020

ENGINEER KIT UNLOCKS			
UNLOCK	NAME	IMAGE	ENGINEER SCORE
1	Gadget: Repair Tool		1,070
2	Weapon: SCAR-L Carbine		2,510
3	Weapon: SCAR-L Carbine		2,510
4	Weapon: SCAR-L Carbine		2,510
5	Weapon: SCAR-L Carbine		2,510
6	Weapon: SCAR-L Carbine		2,510
7	Weapon: SCAR-L Carbine		2,510
8	Weapon: SCAR-L Carbine		2,510
9	Weapon: SCAR-L Carbine		2,510
10	Weapon: SCAR-L Carbine		2,510
11	Weapon: SCAR-L Carbine		2,510
12	Weapon: SCAR-L Carbine		2,510
13	Weapon: SCAR-L Carbine		2,510

◇ MULTIPLAYER AWARDS ◇

PINS			
WEAPONS			
PIN	NAME	CRITERIA	POINTS
	Assault Rifle Efficiency Pin	In a round, kill 6 enemies with assault rifles	100
	Grenade Launcher Efficiency Pin	In a round, kill 4 enemies with grenade launchers	100
			
			
			
			
			
			
			
			
			
			

PINS, cont.			
PERFORMANCE			
PIN	NAME	CRITERIA	POINTS
	Combat Efficiency Pin	In a round, reach a kill streak of 5	100
	Combat Excellence Pin	In a round, reach a kill streak of 7	200
			
			
			
			
			
			
			
			
			
			

PINS, cont.

VEHICLES

INSIGNIA	NAME	CRITERIA	POINTS
			1000
			1000
			1000
			1000
GAME MODES			
	M-COM Attacker Pin	In a round, blow up 3 M-COM stations	100
	M-COM Defender Pin	In a round, defend 6 M-COM stations	100
			1000
			1000
			1000
			1000
			1000
			1000
			1000

PINS, cont.

ITEMS

PIN	NAME	CRITERIA	POINTS
			1000
			1000
			1000
			1000
INSIGNIAS			
INSIGNIA	NAME	CRITERIA	POINTS
	Elite Marksman Combat	500 headshots	10,000
	Distinguished Sidearm Combat	100 kills with pistols	5,000
			10,000
			10,000
			10,000
			10,000
			10,000
			10,000
			10,000
			10,000

INSIGNIAS, cont.

INSIGNIA	NAME	CRITERIA	POINTS
	Distinguished Retribution Combat	5 nemesis pins, 5 payback pins	5,000
	Exemplary Marksman Combat	100 sniper rifle marksman headshots	5,000
	Blindside	100 kills from behind	5,000
	Blindside	100 kills from behind	5,000
	Blindside	100 kills from behind	5,000
	Blindside	100 kills from behind	5,000
	Blindside	100 kills from behind	5,000
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	Blindside	100 kills from behind	5,000
	Blindside	100 kills from behind	5,000
	Blindside	100 kills from behind	5,000
	Blindside	100 kills from behind	5,000

INSIGNIAS, cont.

INSIGNIA	NAME	CRITERIA	POINTS
	Distinguished Marksman Combat	In a round, do 10 headshots	5,000
	Superior Service Duty	Played online for 1 day	5,000
	Blindside	100 kills from behind	5,000
	Blindside	100 kills from behind	5,000
	Blindside	100 kills from behind	5,000
	Blindside	100 kills from behind	5,000
	Blindside	100 kills from behind	5,000
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	Blindside	100 kills from behind	5,000
	Blindside	100 kills from behind	5,000
	Blindside	100 kills from behind	5,000

INSIGNIAS, cont.

INSIGNIA	NAME	CRITERIA	POINTS
	Distinguished Combat Knowledge	Get all item bronze stars	5,000
	Distinguished Battlefield Knowledge	Get all bronze stars	10,000
			
			
			
			
			
			
			
			
			
			
			
			

STARS

STAR	NAME	CRITERIA	POINTS
	Weapon Bronze Star	25 kills with the same weapon	500
	Weapon Silver Star	50 kills with the same weapon	1,000
			
			
			
			
			
			
			
			
			
			
			
			

INSIGNIA	RANK	NAME	POINTS	INSIGNIA	RANK	NAME	POINTS	INSIGNIA	RANK	NAME	POINTS	INSIGNIA	RANK	NAME	POINTS
	31	First Lieutenant Bronze	790,000		36	Captain Gold	1,320,000		41	Lieutenant Colonel Silver	2,200,000		46	Brigadier General Bronze	3,500,000
	32	First Lieutenant Silver	880,000		37	Major Bronze	1,460,000		42	Lieutenant Colonel Gold	2,400,000		47	Brigadier General Silver	3,900,000
	33	First Lieutenant Gold	970,000		38	Major Silver	1,600,000		43	Lieutenant Colonel Silver	2,600,000		48	Brigadier General Gold	4,300,000
	34	First Lieutenant Platinum	1,060,000		39	Major Gold	1,740,000		44	Lieutenant Colonel Gold	2,800,000		49	Brigadier General Platinum	4,700,000
	35	First Lieutenant Diamond	1,150,000		40	Major Platinum	1,880,000		45	Lieutenant Colonel Platinum	3,000,000		50	Brigadier General Diamond	5,100,000

◇ XBOX 360 ACHIEVEMENTS/PS3 TROPHIES ◇

NAME	CRITERIA	GAMERSCORE	PSN LEVEL
"I knew we'd make it"	Campaign: finish Operation Aurora	15	bronze
"I think my retirement just got postponed."	Campaign: finish Cold War	15	bronze
"I've got a plan"	Campaign: finish Operation Aurora	15	bronze
"I've got a plan"	Campaign: finish Cold War	15	bronze
"I've got a plan"	Campaign: finish Operation Aurora	15	bronze
"I've got a plan"	Campaign: finish Cold War	15	bronze

NAME	CRITERIA	GAMERSCORE	PSN LEVEL
"Alright, here it is."	Campaign: finish Snowblind	15	bronze
"Nobody ever drowned in sweat"	Campaign: finish Heavy Metal	15	bronze
"Nobody ever drowned in sweat"	Campaign: finish Operation Aurora	15	bronze
"Nobody ever drowned in sweat"	Campaign: finish Cold War	15	bronze
"Nobody ever drowned in sweat"	Campaign: finish Operation Aurora	15	bronze
"Nobody ever drowned in sweat"	Campaign: finish Cold War	15	bronze

APPENDIX

MULTIPLAYER SCORING

MULTIPLAYER UNLOCKS

MULTIPLAYER AWARDS

MULTIPLAYER RANKS

XBOX 360 ACHIEVEMENTS/
 PS3 TROPHIES

NOTE

Use the same weapon/item/vehicle repeatedly to earn the star awards. Miscellaneous weapons include rocket launchers, grenade launchers, hand grenades, C4, pistols, anti-tank mines, mortar strike, and combat knife. Items include motion sensors, ammo boxes, the repair tool, defibrillator, tracer gun darts, and medic kits.

◇ MULTIPLAYER RANKS ◇

INSIGNIA	RANK	NAME	POINTS	INSIGNIA	RANK	NAME	POINTS	INSIGNIA	RANK	NAME	POINTS	INSIGNIA	RANK	NAME	POINTS
	1	Private Bronze	500		11	Sergeant Silver	23,000		18	Master Sergeant Gold	108,000		25	Chief Warrant Officer Bronze	430,000
	2	Private Silver	900		12	Sergeant	26,000		19	First					
	3	Private Gold	1,300		13	Sergeant	29,000		20	First					
	4	Private	1,700		14	Sergeant	32,000		21	First					
	5	Private	2,100		15	Sergeant	35,000		22	First					
	6	Private	2,500		16	Sergeant	38,000		23	First					
	7	Private	2,900		17	Sergeant	41,000		24	First					
	8	Private	3,300		18	Sergeant	44,000		25	First					
	9	Private	3,700		19	Sergeant	47,000								
	10	Private	4,100		20	Sergeant	50,000								

