



## Introduction

The hit PC Battlefield formula has hit home on consoles, but it didn't show up empty handed. Along with the fierce 24-player online battles, Battlefield 2: Modern Combat comes packed with a complete single player campaign mode. Get your C4 ready, the heavy cavalry is about to roll in.

When the whole world is fighting, it's hard to tell who your friends are. Alliances can be made and broken overnight in this crazy propaganda fueled world. No matter which side you're on, IGN Guides will help you win. Think of us like the arms dealer that will sell weapons to both sides, as long as they're Insiders.

**Look inside the guide for:**

- [Basics](#): Get started by learning the ropes.
- [Weapons](#): A full overview of each weapon and handy tips for using them online.
- [Vehicles](#): Details on each mechanical monster you can ride.
- [Missions](#): A complete walkthrough of the single player missions.
- [Challenges](#): Read here for help on completing all of the challenges.
- [Multiplayer](#): We'll get you started on the basics of the online battle.
- [Medals and Stars](#): Rewards explained.



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## Basics

### Basic Combat

There are five different types of soldiers that you can play as in Battlefield 2: Modern Combat. Regardless of which weapon kit you are using, there are several rules that you should always follow. Use these and you'll be on your way to becoming a killing machine.

- **Aim high:** Head shots and solid body shots do more damage than any other area. Never run around with your gun pointed at the ground.
- **Zoom:** Zooming in is a simple task that greatly increases your accuracy. However, you shouldn't run around with it on as you'll lose your feel for the big picture of the current battle. Get in the habit of zooming in and out as you approach a skirmish.
- **Use the right tool:** Trying to shoot down a tank with an assault rifle is going to take you all day. Likewise, trying to kill a solitary soldier with a rocket launcher is overkill. Every character class has a weapon that can effectively deal with any situation. Be ready to change your weapons at all times.
- **Flank them:** In the single player game, you can effectively Hotswap your way around the map until you have a character that can easily attack your enemy from the side. Do the same thing in Multiplayer games. It is very difficult for your enemies to defend against a multi-directional assault.
- **Vehicles:** When you're inside a vehicle you are way more deadly than when you're on foot. Always hop into vehicles and make full use of their destructive and defensive capabilities.
- **Team play:** Always work with your teammates. If you get into a vehicle, wait for someone to man the guns. Don't run off alone either. A small squad will win against a lone soldier any day of the week.
- **Reload:** If nobody is around you to fight, take a moment to reload your weapon. Having a full clip when a firefight erupts is a huge advantage. Being a sitting duck while you reload is not a good plan.



### Points

In the single player game, you can only receive points for killing enemies or destroying their vehicles. However, you can easily rack up huge scores by killing enemies in quick succession. For each kill you get, your score multiplier will increase. The best way to rack up huge score multipliers is by using a turret or vehicle. Remember to always Hotswap out of a nearly dead soldier. If they die while you are possessing them, you'll lose 5000 points and your score multiplier will be reset.





Points are integral to receiving stars at the end of the battle (see below) and for moving up in the ranks. Having good accuracy will aid you in this quest. For each kill you get, you are given a ranking. The ranking determines how many points you get for the kill and is determined by how quickly you kill the enemy from when you first hurt them. A one shot kill will always be rated as Perfect, so always aim for the head.

## Rewards

At the end of each battle in the single player game, you'll be rated against a standard and rewarded (or not) a set number of stars. The standards are different for each mission, but you are always judged in the same categories. These categories are:

- **Score:** Tally up a big point total to get the highest rank.
- **Time:** Complete the mission under set amounts of time.
- **Style:** Effectively use your entire army. Hotswap around as often as you can to get a higher rating.
- **Accuracy:** Finish the mission with a set percentage of your shots hitting home.
- **Losses:** Complete the mission without losing your buddies. Lose too many and you'll be punished.



Why should you care about these rankings? For each standard that you achieve, you'll be rewarded with a star. Collect enough stars, and you'll begin moving up in the ranks which will allow you to unlock new Challenges, character classes, weapons and weapon enhancements.

In addition to stars, you can also win medals by completing certain impressive feats in battles. The requirements list can be viewed in the Status menu of your Campaign. If you accomplish the hardest feat for each medal, you'll also be given a star which will help you along the way towards becoming a General. For more on how to win these stars and medals, read our [Medals and Stars](#) page.

## Enhancements

In the single player campaign, you can enhance your character's abilities by playing well. Along with giving you score multipliers, killing huge numbers of enemies quickly will also give you bonus effects. The effects you can get depend upon what your current army ranking is, as well as how many successive kills you have gotten. The bonuses include enhancements such as health or damage multipliers, faster rates of fire, or taking less time to reload your weapon.





If you go on a killing spree but then don't kill anyone for a while, your enhancements will start to wear off. To prevent this, quickly Hotswap over to where the battle is raging and take advantage of being the strongest soldier on the field.

## Hotswapping

Hotswapping is one of the coolest ways to get around, but it is only available in the single player game. To Hotswap, aim your gun at a CPU controlled teammate and press the Hotswap button when their icon turns white. If it stays blue, that means you don't have a direct line of site and you can't swap into that player. If that is the case, try zooming in. It allows you to Hotswap greater distances than you normally would be able to.



The advantages of Hotswapping are numerous. First of all, you will be judged based on how much of a team player you are at the end of each mission. The more you Hotswap, the more likely you are to collect these stars at the end of the mission. Hotswapping also enables you to achieve higher scores. If your current soldier is almost out of health, Hotswap into a healthy teammate before you die and lose 5000 points. There are also the more obvious reasons to Hotswap, such as the ability to cover great distances quickly and to easily switch to a new weapon kit.

When you're on the battlefield, it is a great idea to constantly and consistently Hotswap around. Move through the various sniping positions and take out the large groups of enemies that swarm you from the best vantage point rather than risking your life.



# Weapons

## US Army

### Assault

- **M4 Carbine:** The M4 Carbine has a medium range and good stopping power.
- **Grenade launcher:** The grenade launcher is its own weapon selection.
- **Beretta M9:** Standard issue military pistol
- **M61 Fragmentation grenade:** You can throw grenades at varying lengths depending on how long you hold down the button and other factors i.e. angle, speed, jumping etc...
- **AN-M8 smoke grenade:** Sends out clouds of smokes to conceal yourself and enemies. You can throw grenades at varying lengths depending on how long you hold down the button and other factors i.e. angle, speed, jumping etc...



### Sniper

- **Barrett M95 Sniper Rifle:** Two to Three click ranges for zoom. Variable hit damage depending on where the shot lands. Tracers for the bullets. When the sniper looks using his scope a "flash cone" appears. The flash cone reveals his position by causing a flash of light like the sun is hitting his scope. The flash can only be seen if the player is zoomed in and the person is in the snipers flash cone and looks towards the sniper. The flash cone only appears every 5-10 seconds the actual time is TBD. If the player is not zoomed in then there is no aim help.
- **Beretta M9:** Standard issue military pistol
- **PAQ-1 Laser target designator:** A sniper paints the target with a laser beam and causes a missile to drop on the target. Any target can be painted with the target designator. An indicator on the reticule in 1st person view will tell you how much longer you will have to hold down the button until the missile hits the target. If you release the button, the timer will reset. The missile itself is powerful enough to take out a tank with a direct hit, but because of its small blast radius it will not be very effective against infantry. The laser target has a battery life so that it cannot be constantly used. The battery is much like an ammo clip for a gun. Anyone that sees the vehicle can see that it is being targeted, a small polygon line will stick out from the target indicating the direction of the sniper. It will take approximately ten seconds from when you start holding down the button until the missile strikes. The reticule will change to an X to signal that an inappropriate target has been selected (i.e. the sky)



- **M61 Fragmentation grenade:** You can throw grenades at varying lengths depending on how long you hold down the button and other factors i.e. angle, speed, jumping etc...



- **Forward observer:** Mini computer with GPS that allows the sniper to communicate with CENTCOM. By pressing the button he is able to update the mini map for his team and himself for a certain area around the sniper.

Snipers will lose in a close firefight, so stay hidden and prone, especially if you don't have a squad mate defending you. If you notice the enemy has spotted you, don't stay where you are!

## Special Ops

- **MP-5N w. silencer:** The MP-5N has the same range as the M4, but has less stopping power. It can however be quite effective because of its high accuracy. The silencer makes easier to avoid being detected.
- **Beretta M9 w. silencer:** The Beretta M9 silenced pistol is faster and more accurate than a normal pistol but has less punch than a Desert Eagle and is equipped with a silencer.
- **C4 Explosives:** A remote detonator is used when the SpecOps throws or places the C4 to detonate the C4. This has a power similar to that of an artillery piece from BF PC.
- **Randall model 1 knife:** Instantly kills enemy opponents when used.
- **XM84 Stun Grenade:** This grenade will create a flash of light when detonating that will temporarily blind nearby soldiers. The closer you are to the flash, the more intense the blinding effect will be. The blinding effect is greatly reduced if facing away from the flash when it detonates.

C4 isn't just for when you're on the ground. If you play as Special Ops, you can toss out a few C4 packs while you're parachuting to clear a safe landing zone if there are enemies below you. We've even taken out a few tanks guarding the flag this way.



## Combat engineer

- **SPAS-12:** Automatic shotgun with 8 rounds. Rate of fire is a tuning issue.
- **Blowtorch Repair Kit:** Portable welding blowtorch that you can repair vehicles with. It can also be used as a close combat weapon if used against another player at point blank range.
- **Beretta M9:** Standard issue military pistol
- **SMAW Rocket Launcher:** The SMAW is a reload-able rocket launcher.
- **Vehicle Mines:** The usual anti vehicle mines. These mines are deadly to an enemy vehicle but useless against infantry. The mines cannot be destroyed by enemy fire but can be picked up by the engineer.

## Combat support

- **M249 Machine Gun:** The M249 is a heavy machine gun that has a larger clip and more stopping power than the M4 Carbine but can become more inaccurate unless used in a controlled manner.
- **M61 Fragmentation grenade:** You can throw grenades at varying lengths depending on how long you hold down the button and other factors i.e. angle, speed, jumping etc...
- **Beretta M9:** Standard issue military pistol
- **Auto injector:** Allows the user to heal himself or his comrades. When you press the fire button the auto injector will fire a round of healing substance into the subject (either you or another player). This will cause the subject's health to increase a set amount of points within a set timeframe. It's fast to use but the effect is as slow as the medic kit in BF1942. The good thing about that is that you don't have to stand defenseless and wait for the health to increase but can continue fighting. The auto injector will have a set amount of shots where each shot gives a set amount of health. If the subject has low health you can fire off multiple shots in succession to get a greater health increase.



## Assault

- **L85A2 Assault rifle:** Used mainly by the British forces. The A2 version is a version updated by Heckler & Koch for increased reliability in the field.
- **M-203 Grenade launcher:** The grenade launcher is its own weapon selection. The link shows the M-203 mounted on the L85A2 rifle.
- **Glock 17 pistol:** A reliable, lightweight pistol that is standard issue for many European armies and police forces.
- **M61 Fragmentation grenade:** You can throw grenades at varying lengths depending on how long you hold down the button and other factors i.e. angle, speed, jumping etc...
- **AN-M8 smoke grenade:** Sends out clouds of smokes to conceal yourself and enemies. You can throw grenades at varying lengths depending on how long you hold down the button and other factors i.e. angle, speed, jumping etc...

## Sniper

- **SVU Sniper rifle:** A semi-automatic shortened bull-pup version of the Russian Dragunov sniper rifle. Two to Three click ranges for zoom. Variable hit damage depending on where the shot lands. Tracers for the bullets. When the sniper looks using his scope a "flash cone" appears. The flash cone reveals his position by causing a flash of light like the sun is hitting his scope. The flash can only be seen if the player is zoomed in and the person is in the snipers flash cone and looks towards the sniper. The flash cone only appears every 5-10 seconds the actual time is TBD. If the player is not zoomed in then there is no aim help.
- **MP-445 Varjak pistol:** A standard issue handgun.
- **PAQ-1 Laser target designator:** A sniper paints the target with a laser beam and causes a missile to drop on the target. Any target can be painted with the target designator. An indicator on the reticule in 1st person view will tell you how much longer you will have to hold down the button until the missile hits the target. If you release the button, the timer will reset. The missile itself is powerful enough to take out a tank with a direct hit, but because of its small blast radius it will not be very effective against infantry. The laser target has a battery life so that it cannot be constantly used. The battery is much like an ammo clip for a gun. Anyone that sees the vehicle can see that it is being targeted, a small polygon line will stick out from the target indicating the direction of the sniper. It will take approximately ten seconds from when you start holding down the button until the missile strikes. The reticule will change to an X to signal that an inappropriate target has been selected (i.e. the sky)
- **M61 Fragmentation grenade:** You can throw grenades at varying lengths depending on how long you hold down the button and other factors i.e. angle, speed, jumping etc...
- **Forward observer:** Mini computer with GPS that allows the sniper to communicate with CENTCOM. By pressing the button he is able to update the mini map for his team and himself for a certain area around the sniper.

## Special Ops

- **FN P90 Submachine gun:** With silencer
- **Glock 17 pistol:** With silencer. A reliable, lightweight pistol that is standard issue for many European armies and police forces.
- **C4 Explosives:** A remote detonator is used when the SpecOps throws or places the C4 to detonate the C4. This has a power similar to that of an artillery piece from BF PC.
- **Randall model 1 knife:** Same as the US kit
- **XM84 Stun Grenade:** This grenade will create a flash of light when detonating that will temporarily blind nearby soldiers. The closer you are to the flash, the more intense the blinding effect will be. The blinding effect is greatly reduced if facing away from the flash when it detonates.





## Combat engineer

- **Benelli M3:** Pump-action shotgun.
- **Blowtorch Repair Kit:** Portable welding blowtorch that you can repair vehicles with. It can also be used as a close combat weapon if used against another player at point blank range.
- **Glock 17 pistol:** A reliable, lightweight pistol that is standard issue for many European armies and police forces.
- **Carl Gustav M3 Rocket launcher:** The M3 is a reload able rocket launcher.
- **Vehicle Mines:** The usual anti vehicle mines. These mines are deadly to an enemy vehicle but useless against infantry. The mines cannot be destroyed by enemy fire but can be picked up by the engineer.

## Combat support unit

- **PKM machine gun:** Same as the one on the Arab kit.
- **M61 Fragmentation grenade:** You can throw grenades at varying lengths depending on how long you hold down the button and other factors i.e. angle, speed, jumping etc...
- **MP-445 Varjag pistol:** A standard issue handgun.
- **Auto injector:** Allows the user to heal himself or his comrades. When you press the fire button the auto injector will fire a round of healing substance into the subject (either you or another player). This will cause the subject's health to increase a set amount of points within a set timeframe. It's fast to use but the effect is as slow as the medic kit in BF1942. The good thing about that is that you don't have to stand defenseless and wait for the health to increase but can continue fighting. The auto injector will have a set amount of shots where each shot gives a set amount of health. If the subject has low health you can fire off multiple shots in succession to get a greater health increase.

## China

## Assault

- **Type 95 Assault Rifle:** A lightweight weapon sharing similarities with the French FAMAS bullpup design. High reliability and versatility makes the Type 95 an accurate and deadly weapon for the PLA.
- **Type 91 Grenade Launcher:** Fires 35mm grenades
- **QSZ-92 Pistol:** QSZ-92 is the latest pistol in service with the PLA. It fires 9 mm pistol bullets. Compared to the older pistols in the PLA, the QSZ-92 is lighter, more reliable, with smaller recoil.
- **Type 77-1 Stick Fragmentation Grenade:** You can throw grenades at varying lengths depending on how long you hold down the button and other factors i.e. angle, speed, jumping etc...
- **AN-M8 Smoke Grenade:** Sends out clouds of smokes to conceal yourself and enemies. You can throw grenades at varying lengths depending on how long you hold down the button and other factors i.e. angle, speed, jumping etc...

The grenade launcher is a great tool against heavily guarded Capture Points, mobile Squads, and even small vehicles. Practice aiming it and you can kill multiple targets with a single shot.

## Sniper

- **Type 88 Sniper Rifle:** This is the sniper version of the type 95 assault. It has a longer and heavier barrel and a bipod in this role. Two to Three click ranges for zoom. Variable hit damage depending on where the shot lands. Tracers for the bullets. When the sniper looks using his scope a "flash cone" appears. The flash cone reveals his position by causing a flash of light like the sun is hitting his scope. The flash can only be seen if the player is zoomed in and the person is in the snipers flash cone and looks towards the sniper. The flash cone only appears every 5-10 seconds the actual time is TBD. If the player is not zoomed in then there is no aim help.
- **QSZ-92 Pistol:** QSZ-92 is the latest pistol in service with the PLA. It fires 9 mm pistol bullets. Compared to the older pistols in the PLA, the QSZ-92 is lighter, more reliable, with smaller recoil.
- **1PN90 Laser Target Designator:** A sniper paints the target with a laser beam and causes a missile to drop on the target. Any target can be painted with the target designator. An indicator on the reticule in 1st person view will tell you how much longer you will have to hold down the button until the missile hits the target. If you release the button, the timer will reset. The missile itself is powerful enough to take out a tank with a direct hit, but because of its small blast radius it will not be very effective against infantry. The laser target has a battery life so that it cannot be constantly used. The battery is much like an ammo clip for a gun. Anyone that sees the vehicle can see that it is being targeted; a small polygon line will stick out from the target indicating the direction of the sniper. It will take approximately ten seconds from when you start holding down the button until the missile strikes. The reticule will change to an X to signal that an inappropriate target has been selected (i.e. the sky)
- **Type 77-1 Stick Fragmentation Grenade:** You can throw grenades at varying lengths depending on how long you hold down the button and other factors i.e. angle, speed, jumping etc...
- **Forward Observer:** Mini computer with GPS that allows the sniper to communicate with CENTCOM. By pressing the button he is able to update the mini map for his team and himself for a certain area around the sniper.



## Special Ops

- **Type 85 Submachine Gun:** With silencer
- **QSZ-92 Pistol (w/ Silencer):** QSZ-92 is the latest pistol in service with the PLA. It fires 9 mm pistol bullets. Compared to the older pistols in the PLA, the QSZ-92 is lighter, more reliable, with smaller recoil.
- **C4 Explosives:** A remote detonator is used when the SpecOps throws or places the C4 to detonate the C4. This has a power similar to that of an artillery piece from BF PC.
- **Type 95 Bayonet:** Looks just like the USMC M-9 Bayonet. Kills other infantrymen instantly.
- **XM84 Stun Grenade:** This grenade will create a flash of light when detonating that will temporarily blind nearby soldiers. The closer you are to the flash, the more intense the blinding effect will be. The blinding effect is greatly reduced if facing away from the flash when it detonates.

Special Forces are great for covert operations. Use them in conjunction with vehicles to slip in behind enemy lines and take control of unguarded Capture Points.

## Combat Engineer

- **RMB-93:** Pump-action shotgun. The hand guard has a forward-back movement instead of classic back-forward moving barrel.
- **Blowtorch Repair Kit:** Portable welding blowtorch that you can repair vehicles with. It can also be used as a close combat weapon if used against another player at point blank range.
- **QSZ-92 Pistol:** QSZ-92 is the latest pistol in service with the PLA. It fires 9 mm pistol bullets. Compared to the older pistols in the PLA, the QSZ-92 is lighter, more reliable, with smaller recoil.
- **PF-98 Rocket Launcher:** The PF-98 is becoming the PLA's primary light anti-tank weapon to replace the obsolete recoilless guns. The PF-98 is a recoilless rocket launcher used primarily by infantry forces for engagement and defeat of enemy armour in short distances.
- **Vehicle Mines:** The usual anti vehicle mines. These mines are deadly to an enemy vehicle but useless against infantry. The mines cannot be destroyed by enemy fire but can be picked up by the engineer.

Engineers are the only class that can make repairs to damaged utilities and vehicles, and you get points for doing so.

## Combat Support Unit

- **QJY-88 Machinegun:** PLA's next generation heavy machine gun to replace other machine guns currently in service.
- **Type 77-1 Stick Fragmentation Grenade:** You can throw grenades at varying lengths depending on how long you hold down the button and other factors i.e. angle, speed, jumping etc...
- **QSZ-92 Pistol:** QSZ-92 is the latest pistol in service with the PLA. It fires 9 mm pistol bullets. Compared to the older pistols in the PLA, the QSZ-92 is lighter, more reliable, with smaller recoil.
- **Auto injector:** Allows the user to heal himself or his comrades. When you press the fire button the auto injector will fire a round of healing substance into the subject (either you or another player). This will cause the subject's health to increase a set amount of points within a set timeframe. It's fast to use but the effect is as slow as the medic kit in BF1942. The good thing about that is that you don't have to stand defenseless and wait for the health to increase but can continue fighting. The auto injector will have a set amount of shots where each shot gives a set amount of health. If the subject has low health you can fire off multiple shots in succession to get a greater health increase.

The support unit is another great kit to play with when you are first starting out. If you stay with your squad, you'll have the opportunity to get points for both healing and harming.

## Middle Eastern Coalition

## Assault

- **AK47:** The most produced assault rifle in the world, the AK47 sports a rugged design with the ability to mount a grenade launcher.
- **GP25 Grenade Launcher:** Fires 40mm grenades
- **Tariq Pistol:** Iraqi-made 9mm pistol.
- **TGO-78 Fragmentation Grenade:** You can throw grenades at varying lengths depending on how long you hold down the button and other factors i.e. angle, speed, jumping etc...
- **AN-M8 Smoke Grenade:** Sends out clouds of smokes to conceal yourself and enemies. You can throw grenades at varying lengths depending on how long you hold down the button and other factors i.e. angle, speed, jumping etc...



## Sniper

- **Druganov SVD Sniper Rifle:** Two to Three click ranges for zoom. Variable hit damage depending on where the shot lands. Tracers for the bullets. When the sniper looks using his scope a "flash cone" appears. The flash cone reveals his position by causing a flash of light like the sun is hitting his scope. The flash can only be seen if the player is zoomed in and the person is in the snipers flash cone and looks towards the sniper. The flash cone only appears every 5-10 seconds the actual time is TBD. If the player is not zoomed in then there is no aim help.
- **Tariq Pistol:** Iraqi-made 9mm pistol.
- **1PN90 Laser Target Designator:** A sniper paints the target with a laser beam and causes a missile to drop on the target. Any target can be painted with the target designator. An indicator on the reticle in 1st person view will tell you how much longer you will have to hold down the button until the missile hits the target. If you release the button, the timer will reset. The missile itself is powerful enough to take out a tank with a direct hit, but because of its small blast radius it will not be very effective against infantry. The laser target has a battery life so that it cannot be constantly used. The battery is much like an ammo clip for a gun. Anyone that sees the vehicle can see that it is being targeted, a small polygon line will stick out from the target indicating the direction of the sniper. It will take approximately ten seconds from when you start holding down the button until the missile strikes. The reticle will change to an X to signal that an inappropriate target has been selected (i.e. the sky)
- **RGO-78 Fragmentation Grenade:** You can throw grenades at varying lengths depending on how long you hold down the button and other factors i.e. angle, speed, jumping etc...
- **Forward Observer:** Mini computer with GPS that allows the sniper to communicate with CENTCOM. By pressing the button he is able to update the mini map for his team and himself for a certain area around the sniper.

## Special Ops

- **OTS-02 Kiparis Submachine Gun:** With silencer (stock folded out and 30 bullet clip).
- **Tariq Pistol:** Iraqi-made 9mm pistol with silencer.
- **C4 Explosives:** A remote detonator is used when the SpecOps throws or places the C4 to detonate the C4. This has a power similar to that of an artillery piece from BF PC.
- **Kukri XM84 Stun Grenade:** This grenade will create a flash of light when detonating that will temporarily blind nearby soldiers. The closer you are to the flash, the more intense the blinding effect will be. The blinding effect is greatly reduced if facing away from the flash when it detonates.



## Combat Engineer

- **Mossberg 500:** Shotgun.
- **Blowtorch Repair Kit:** Portable welding blowtorch that you can repair vehicles with. It can also be used as a close combat weapon if used against another player at point blank range.
- **Tariq Pistol:** Iraqi-made 9mm pistol with silencer.
- **RPG-7V Rocket Launcher:** The RPG-7V is a recoilless, shoulder-fired, muzzle-loaded, reload able, antitank grenade launcher which is light enough to be carried and fired by one person.
- **Vehicle Mines:** The usual anti vehicle mines. These mines are deadly to an enemy vehicle but useless against infantry. The mines cannot be destroyed by enemy fire but can be picked up by the engineer.

## Combat Support Unit

- **PKM Machinegun:** It shoots things... a lot.
- **RGO-78 Fragmentation Grenade:** You can throw grenades at varying lengths depending on how long you hold down the button and other factors i.e. angle, speed, jumping etc...
- **Tariq Pistol:** Iraqi-made 9mm pistol with silencer.
- **Auto injector:** Allows the user to heal himself or his comrades. When you press the fire button the auto injector will fire



a round of healing substance into the subject (either you or another player). This will cause the subject's health to increase a set amount of points within a set timeframe. It's fast to use but the effect is as slow as the medic kit in BF1942. The good thing about that is that you don't have to stand defenseless and wait for the health to increase but can continue fighting. The auto injector will have a set amount of shots where each shot gives a set amount of health. If the subject has low health you can fire off multiple shots in succession to get a greater health increase.



## Vehicles

Any good Battlefield 2: Modern combat player knows how to use their vehicles effectively. With such large maps, vehicles are the best way to quickly traverse the land and get into the action. Additionally, vehicles are extremely powerful. They're hardy, fast, and have great destructive capabilities. Even if you're just riding along in one, you'll still get points for a Team Vehicle Assist every time someone in the ride makes a kill. Practice in your rides and you'll be moving up the leader boards quickly.

Vehicles respawn fairly quickly, so don't be afraid to jump in a helicopter and use it as a transport to get to a far base by jumping out and parachuting in. Chances are the enemy has moved away from their farthest base to try and capture one of yours, so it's a great time to swoop in and take a flag back. Read below for details on the vehicles available to each army and some handy tips.

### US Army

#### M1A2 Abrams Main Battle Tank

Number of Positions: 2

##### Vehicle Positions

- **Driver:** A seat in the center of the vehicle below the turret: Range 360°
- **First Gunner:** A port hole in the top left side of the tank: Range 360°

##### Weapon Types

- **Driver:** 120mm Cannon
- **First Gunner:** 12.7mm Machinegun



#### LAV-300 (Amphibious)

Number of Positions: 2

##### Vehicle Positions

- **Driver:** A seat in the center of the vehicle below the turret: Range 360°
- **First Gunner:** A port hole on the top of the turret: Range 360°

##### Weapon Types

- **Main Gun:** 90mm Cannon
  - **Commander:** 7.62 mm Machinegun
-



## M1114 HMMWV

Number of Positions: 3

### Vehicle Positions

- **Driver:** A seat on the left hand side of the vehicle:
- **Gunner:** A port hole on the top of the vehicle:
- **Rear Seat**

### Weapon Types

- **Gunner:** 12.7mm Machinegun

Using the Spec Op kit, strap C4 all around a jeep. Then, drive it into an enemy Capture Point and detonate it as a car bomb.

## M6 Bradley Linebacker

Number of Positions: 2

### Vehicle Positions

- **Driver:** A seat in the center of the vehicle below the turret:
- **First Gunner:** A port hole on the top of the turret:

### Weapon Types

- **Driver:** 25mm Automatic Gun
- **First Gunner:** Two Tube Stinger Missile



## Desert Patrol Vehicle

Number of Positions: 3

### Vehicle Positions

- **Driver:** A seat on the left hand side of the vehicle:
- **Passenger:** Passenger seat on the right hand side of the vehicle:
- **Passenger 2:** Standing behind and to the right of the driver:

### Weapon Types

- **Passenger:** 40mm Grenade Machine gun
  - **Passenger 2:** 12.7mm Machinegun
-



## AH-64D Apache Longbow

Number of Positions: 2

### Vehicle Positions

- **Pilot:** A seat in the front center of the vehicle:
- **Gunner:** A seat behind the pilot

### Weapon Types

- **Pilot:** 70mm FFAR
- **Gunner:** 30mm Gun

Use the Apache-style (more mobile) copters to hover over flag points with a passenger (to help accelerate the capture). Take off as soon as you've captured and repeat...

## AH-6J Little Bird

Number of Positions: 2

### Vehicle Positions

- **Pilot:** A seat on the left of the vehicle:
- **Open Gun Position:** A seat on the right of the vehicle:



### Weapon Types

- **Pilot:** 70mm FFAR
- **Open Gunner:** 12.7mm Machinegun

## Black Hawk Helicopter

Number of Positions: 5

### Vehicle Positions

- **Pilot:** A seat in the left side of the vehicle:
- **Primary Gun Position:** The right front side of the vehicle:
- **Secondary Gun Position:** The left front side of the vehicle
- **1st Open Position:** A kneeling position front right of the open hatch:
- **2nd Open Position:** A kneeling position back left of the open hatch:

### Weapon Types

- **Pilot:** 70mm FFAR
- **Primary Gun Position:** 7.62mm MiniGun
- **Secondary Gun Position:** 7.62mm MiniGun



## SeaArk Stinger 26

Number of Positions: 3 Armor Type: 2 Speed: 4 Maneuverability: 4

### Vehicle Positions

- **Pilot:** A seat in the center of the vehicle:
- **Primary Gun Position:** Gun mount in front of the driver
- **Secondary Gun Position:** Gun mount right behind the driver

### Weapon Types

- **Primary Gun Position:** 40mm Grenade Machine gun
- **Secondary Gun Position:** 12.7mm Machinegun



## European Union

## The Leopard 2A5

Number of Positions: 2

### Vehicle Positions:

- **Driver:** - A seat in the center of the vehicle below the turret:
- **First Gunner:** A port hole in the top left side of the tank:

### Weapon Types:

- **Driver:** 120mm Cannon
- **First Gunner:** 12.7mm Machinegun

Always attack tanks and other armored vehicles from the back if you can. The armor is much thicker in the front of vehicles than in the back, so it takes less shots to take them out.

## T-90 main battle tank

Number of Positions: 2

### Vehicle Positions:

- **Driver:** A seat in the center of the vehicle below the turret:
- **First Gunner:** A port hole in the top right side of the tank:

### Weapon Types:

- **Driver:** 125mm Cannon
- **First Gunner:** 12.7mm Machinegun (anti-air)



## Combat vehicle 90

Number of Positions: 2

### Vehicle Positions:

- **Driver:** A seat in the center of the vehicle below the turret:
- **Machine Gunner:** Port hole in the top left side of the turret:

### Weapon Types:

- **Main Gun:** 40mm cannon
  - **Machine Gunner:** 7.62 mm Machinegun
- 

## MOWAG Eagle

Number of Positions: 2

### Vehicle Positions:

- **Driver:** A seat on the left hand side of the vehicle:
- **Gunner:** A turret in the back center of the vehicle:

### Weapon Types:

- **Gunner:** 7.62 mm Machinegun
- 

## M6 Bradley Linebacker

Number of Positions: 2

### Vehicle Positions:

- **Driver:** A seat in the center of the vehicle below the turret
- **Gunner Position**

### Weapon Types:

- **Driver:** 25mm Automatic Gun
  - **Gunner:** Two Tube Stinger Missile
- 

## AS 665 Tiger Helicopter

Number of Positions: 2

### Vehicle Positions:

- **Pilot:** A seat in the center of the vehicle:
- **Gunner:** A seat behind the pilot

### Weapon Types:

- **Pilot:** 70mm FFAR
- **Gunner:** Sidewinder and Hellfire

China

## Type 98 Main Battle Tank

Number of Positions: 2

### Vehicle Positions:

- **Driver:** A seat in the center of the vehicle below the turret



- **Commander:** A port hole on the left hand side of the turret

**Weapon Types:**

- **Main Gun:** 125mm Cannon
  - **Commander's Gun:** 12.7mm Machinegun
- 

## **BMD-3 Airborne Combat Vehicle**

**Number of Positions:** 2

**Vehicle Positions:**

- **Driver:** A seat in the center of the vehicle below the turret
- **First Gunner:** A port hole in the top left side of the tank

**Weapon Types:**

- **Driver:** 30mm Cannon
  - **First Gunner:** ATGM Launcher
- 

## **FAV Fast Attack Vehicle**

**Number of Positions:** 3

**Vehicle Positions:**

- **Driver:** A seat on the left hand side of the vehicle
- **First Open Position:** Behind and to the right of the driver
- **Second Open Position:** Seated to the right of the driver

**Weapon Types:**

- **First Open Position:** 12.7mm Machinegun
  - **Second Open Position:** Type 87 35mm Grenade Launcher
- 

## **BK-1990 Self-Propelled Artillery (8x8)**

**Number of Positions:** 4

**Vehicle Positions:**

- **Driver:** A seat in the center of the vehicle below the turret
- **Commander:** A port hole in the top of the turret
- **Others:** Two rear open positions

**Weapon Types:**

- **Main Gun:** 105mm Cannon
  - **Commander's Gun:** 12.7mm Machinegun
- 

## **WZ-9 Attack Helicopter**

**Number of Positions:** 5

**Vehicle Positions:**

- **Pilot:** A seat in the left hand side of the chopper
- **Primary Gun Position:** The right front side of the chopper
- **Secondary Gun Position:** The left front side of the chopper
- **Other:** A kneeling position front right and front left of the open hatch.

**Weapon Types:**

- **Pilot:** 70mm FFAR



- **Primary Gun Position:** 7.62mm Mini-Gun
- **Secondary Gun Position:** 7.62mm Mini-Gun
- **Other:** Kit Selected Weapon

#### Middle Eastern Coalition

### 2S25 Tank Destroyer

Number of Positions: 1

#### Vehicle Positions:

- **Driver:** A seat in the center of the vehicle below the turret

#### Weapon Types:

- **Main Gun:** 125mm Cannon
- 

### BMP-2 Combat Vehicle

Number of Positions: 2

#### Vehicle Positions:

- **Driver:** A seat in the center of the vehicle below the turret: Range 360°
- **First Gunner:** A port hole in the top left side of the tank: Range 360°

#### Weapon Types:

- **Driver:** 30mm Cannon
  - **First Gunner:** ATGM Launcher
- 

### AMX-10

Number of Positions: 2

#### Vehicle Positions:

- **Driver:** Centered underneath the main turret
- **Primary Commander Position:** Right side on top of the turret

#### Weapon Types:

- **Main Gun:** 105mm Cannon
  - **Primary Commander Position:** Kit Selected Weapon
- 

### ZSU-23-4 Shilka 23MM Antiaircraft Gun

Number of Positions: 1

#### Vehicle Positions:

- **Driver:** A seat in the center of the vehicle below the turret

#### Weapon Types:

- **Driver:** Four 23mm cannons
-



## Otokar Akrep

Number of Positions: 2

### Vehicle Positions:

- **Driver:** A seat on the left hand side of the vehicle
- **Gunner:** A turret in the back center of the vehicle

### Weapon Types:

- **Gunner:** 12.7mm Machinegun
- 

## Mi-24 HIND

Number of Positions: 4

### Vehicle Positions:

- **Pilot:** A seat in the front center of the vehicle: Range NA°
- **Gunner:** A seat behind the pilot
- **1st Open Position:** A kneeling position front right of the open hatch
- **2nd Open Position:** A kneeling position back left of the open hatch

### Weapon Types:

- **Pilot:** 70mm FFAR
  - **Gunner:** 30mm Gun
  - **Primary Open Position:** Kit Selected Weapon
  - **Secondary Open Position:** Kit Selected Weapon
- 

## Light Patrol Boat (PBL)

Number of Positions: 3

Boats don't need a dock to land, so use them to bring an entire squad in behind the enemy's main defenses for a surprise attack.

### Vehicle Positions:

- **Pilot:** Standing position in the center of the vehicle
- **Primary Gun Position:** Gun mount right behind the driver
- **Secondary Gun Position:** Gun mount in front of the driver

### Weapon Types:

- **Primary Gun Position:** Grenade Launcher
- **Secondary Gun Position:** 12.7mm Machinegun



# Missions

## In and Out

### Primary Mission

- Rendezvous with the allied artillery unit.
- Go to the Refinery
- Secure the Refinery

You'll begin the mission parachuting into hostile territory as an Assault class troop. The ground will be littered with enemy soldiers and a few of them will be riding around in vehicles. Ignore the vehicles for right now as there isn't much you can do with them, but practice your aim on some of the local enemies.



Your first goal is to meet up with your artillery units. Start making your way towards the nav point on your screen by fighting through the streets. Eventually you'll see an Engineer unit sitting on a roof. Hotswap into him as your objective is slightly altered.

You now need to take out the enemy tanks before your unit can roll in. Switch to the rocket launcher and blow up the two tanks on the streets below you. Your artillery unit will come riding in after you do this. Hotswap into the driver's seat.



Use your heavy firepower to blow up any vehicles or troops that get in your way and drive down the street towards the next nav point. When you arrive there, you'll find that you have to blow your way into the next area. Use the tank to do just that.





Inside the rotunda, there are three turrets. Hotswap into one of the Assault troops running towards these and man the central one. Your final task is to defend this area against an enemy attack. Several vehicles, including a helicopter, along with a slew of enemy soldiers will converge on you. Keep using the turret to blast them all. This is a great place to rack up points by killing many enemies in rapid succession. Hotswap from one turret to another as you see attacks coming from different directions to ensure that you get all of the kills. Once you kill off enough of them, the mission will end.

## Radio Silence

### Primary Mission

- Defend the 1st Upload Site
- Defend the 2nd Upload Site
- Defend the 3rd Upload Site
- Escape to the Evacuation Site

Your goal is to defend a technician as he plants a virus into the enemy's communications system. Start by getting into the vehicle in front of you. Switch to the gunner position and let a computer controlled ally drive you to the first relay point.

**Hint:** There are two field task targets near the house behind where you start.

When you get to the first point, you'll be swarmed by enemies and a counter will start. For each of these three Upload Sites, you'll have to defend the area for two minutes. Hotswap from soldier to soldier and watch your radar to stop any oncoming troops. Make use of the heavy machineguns mounted on the backs of the light jeep, especially when an enemy vehicle comes at you.



When the counter hits zero, you'll have completed the first objective. Let an NPC drive you to the next Upload Site. Use the same tactics you used at the first Site. Hotswap from one soldier to the next to kill all of the enemies. Make use of the soldiers on the roof as well. They have a good vantage point and decent cover. Remember, the Engineer's pistol is handy for medium range sniping.





At the final Upload Site, you'll have to defend the against a much bigger offensive. If you're still using the guns on your jeeps, make sure you watch the vehicle damage. If it gets too low, your vehicle will be in danger of blowing up which will take your life with it.

Towards the end of the two minutes, look to the skies. A helicopter will be coming in and it will drop off a squad of paratroopers. Shoot them out before they can hit the ground.



After two minutes, your task will be completed. Time to get out of there. Look for a fresh jeep riding down the road towards you if yours blew up in the previous battle. Hotswap into it, or hop into one of your leftovers. Beeline it for the final nav point by driving up and over the hill to the helipad evac site.

## Headshot

### Primary Mission

- Defend the school from all enemies

This mission introduces you to the sniper rifle. Your task is to defend the school from its rooftop by using a set of sniper class soldiers. To successfully do so, you'll have to Hotswap between your snipers to sniff out and shoot all of the enemies that will keep appearing. If it looks like you don't have any enemies left to target, pull out your Forward Observer and scan the area. It will put red dots on your mini-map wherever enemy soldiers are hiding.

Partway through this mission, a jeep and a helicopter will come out to harass you. Try your best to shoot out the gunners on each vehicle to keep your team alive, but don't waste all your time doing this if you're not having any luck. New targets will keep presenting themselves and you need to be quick about taking them down.

You won't actually be able to destroy all of the vehicles or enemies. Survive long enough and you'll be rewarded with a mission complete. Don't forget to watch for paratroopers coming in from the air. You can easily kill them before they reach cover and save yourself some trouble. Also, don't forget to search for enemies without your zoom on and then look through your scope only once you've found them.



# Submerged

## Primary Mission

- Destroy 1st defensive bunker
- Destroy 2nd defensive bunker
- Destroy 1st submarine
- Destroy 2nd submarine
- Destroy 3rd submarine

As the mission begins, you'll be parachuting into a hot zone. Pull out your assault rifle and zoom in on the red targets below you. Try to clear as many of the enemy soldiers out as you can before you hit the ground. Once you do land, Hotswap your way around through your squad to clear out the area.



Follow your nav point on the screen to get to the first bunker. Kill the soldiers guarding it and then walk inside of it. Hold down the Jump Button to place your heavy explosives and then vamoose. After the first bunker explodes, an enemy gunship will float by on the river. Hotswap into an Engineer and destroy it. Look for a jeep and get inside it with a few teammates to drive to the next bunker.



The next bunker is heavily guarded. Use the heavy machinegun on the jeep as long as it looks like the vehicle will hold out. If you can, get into one of the turret guns and use it to mow down the oncoming enemies. Once you've managed to quell the assault, plant your second explosive and run out into the woods.





Once you move into the woods, you'll be at the outside of the submarine base. Here you'll be faced with another firefight. Quickly use the assault units to shoot out the enemies using turrets and in the towers. Then switch to an engineer. Use your rocket launcher to destroy the vehicles that have arrived on the scene. Switch to your shotgun and advance on the entrance gate from the side. Shoot anyone that runs out and then run inside.

Go to the right and work your way around the large building in front of you. Enemies will keep appearing out of nowhere, and some will even come from behind. Keep your eye on the radar and be ready for an attack from any direction. There are two submarines out in the harbor. Once you get close enough, a friendly unit will appear that you can Hotswap to that will put you close to the first submarine.

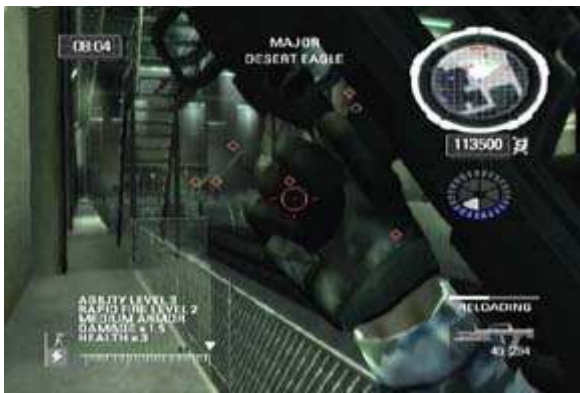


Destroy both of the submarines the same way you blew up the bunkers and then Hotswap back to shore. Once you get back onto land, look to the right for a door leading into a large building. The final submarine is inside.



Before you can get in, a stream of enemies will come out. Use an assault rifle to kill them as they arrive on the scene. Once it is clear, walk inside. In the large dock, a host of enemies is waiting for you. Your assault rifle can make short work of these guys. Don't try to attack the submarine until you have killed all of the enemies inside. If you try to rush the sub, you'll just end up dead. Plant your final explosive and get far enough away to survive the blast to complete the mission.





## Metal Island

### Primary Mission

- Defend the Oil Rig
- Defend the Island
- 2nd Defense of Oil Rig
- Defend all areas
- Defeat the counter-attack

Your job in this mission is to defend against a counter-attack. You'll start on the Oil Rig. Quickly get yourself into a turret and point it towards the sky. Eventually, a large number of paratroopers will descend from the clouds. Take out as many as you can with the turret. If any land, Hotswap your way around the rig to find them and end them.



With the Oil Rig defended, the enemy next targets the Island. Hotswap over to the lighthouse and use your vantage point to shoot out any enemies parachuting in. Some will land, so you'll have to Hotswap your way around again to clean up.





A similar attack is launched back on the Oil Rig. Get your behind back there and defend it as you did the first time. When you hear a radio signal that a helicopter is coming in, get to the anti-aircraft turret and shoot it down before it can drop off any new enemies.

Once you've cleared the Oil Rig a second time, enemy forces will attack it and the island simultaneously. First, take out the vehicles. Use the anti-aircraft turret to shoot down the two helicopters and any other turret to sink the fast attack boats. Once they are taken care of, Hotswap around to mop up the rest of the forces.



The final attack is an aerial one. Get into an anti-aircraft turret on the Oil Rig and shoot down the helicopters as they come. You may need to restock ammo part way through this. If so, swap into an Engineer and try to shoot them down using the RPG while you wait. Once you've cleared them out, the mission is complete.

## Heavy Tonnage

### Primary Mission

- Investigate the container vessel
- Destroy the Patrol Boats
- Destroy the cargo

This is the first mission that you'll make use of the helicopter. Your task is to perform recon on the incoming cargo vessel. As you lift off, some enemy patrol boats will begin zipping around the water below you. Use the helicopter to blow the three of them up to complete the first part of this mission.



Next, fly over to the cargo ship to check it out. It turns out to be hostile, so you'll need to blow open the doors to the cargo. Hotswap into one of the friendly soldiers that is parachuting into the hot zone.

On the deck of the boat, use your nav points to find the two cargo doors. Blow them open by planting explosives on them. Your final task is to destroy the cargo. You can do this using your grenade launcher and grenades if you like. Just send the explosives at the cargo. You can also use the helicopter.





Zoom in your scope and look back to shore to find a helicopter. Once you've Hotswapped into it, you can make sweeps past the ship blowing up both the enemy soldiers (for big points) and destroying the cargo to complete the mission.

## Air Traffic Control

### Primary Mission

- Clear all enemies from the Heliport
- Defend against the counter attack

Your first job is to wipe all the enemies from the Heliport. You start in a sniper, which works well. Shoot out the two guys guarding the turrets and then Hotswap into one of the gunner positions as your vehicles ride in. Train your sites on the helicopter. Try to destroy it before any enemies can take off in it. After that, it's just a matter of riding around in the gun and wiping out the rest of the troops and small vehicles that they have.



Don't forget to Hotswap around the battle. You have plenty of snipers in key positions up high as well as medics and assault units doing battle down low. Howswap around to stay alive and to clear out the field faster.





Your victory at the Heliport will be shortlived. A counter-attack will come shortly, led by a trio of helicopters. To dispatch them, use the anti-aircraft turret that is near the sniper up in the tower. Three shots will do the trick.

Once the helicopters have been dispatched, three tanks will roll in. Here, if you have any assault troops left, it is best to stay behind cover and lob grenades at them. If you can't do this, get into one of the tanks or light jeeps that will come in and take up a position at the gun. Your CPU controlled driver should do a fairly good job of dodging attacks.



It is up to you to lay the fire on the tanks to take them down. If you don't have any vehicles, explosives are your best bet. No hand held gun will be powerful enough to really damage the tanks.

## Catching Flak

### Primary Mission

- Recon the Mid Ground
- Recon the Village
- Recon the Ravine
- Recon the Pumping Station
- Now get back to base!

This mission puts you into a recon helicopter and tells you to hover over four areas long enough to take photos. The only problem is that your copter doesn't have any assault weapons on it. It is the best plan to go and sweep through the areas with an assault chopper and clear out the area before taking your vulnerable chopper through.



The Mid Ground can be found to the northwest of your starting point. It is guarded by a number of soldiers and a few tanks. Make sure you destroy all of these before bringing in your recon copter. When you do, you'll have to hover over the area for 13 seconds to complete the objective.

The Village is the marker to the east of your starting point. It is only guarded by a host of troops and is easily wiped of enemies. This is a good one to start your mission on due to its ease and positioning.





The Pumping Station is the farthest recon point from the start. It is guarded by a few soldiers and a tank. Make sure you take out any soldiers waiting in turrets before you go in for this area.

The Ravine is the toughest recon point. The walls around the bridge are lined with turrets that will tear you to shreds. Before going in for this task, Hotswap into the snipers on the bridge. Carefully scan the area and pick off any enemies you find before going back for the helicopter.



Your last task is to get back to base. Use the attack copters to clear a path and then fly your vehicle in and land it where you took off to finish off the job.

## Missions

### Rolling Thunder

#### Primary Mission

- Destroy the forces at the farm
- Repair allied tanks
- Destroy forces en route to the Heliport
- Prevent enemy entering the hangar
- Take out forces at the Ruins
- Destroy the heavy Chinese tanks to gain victory

To complete your first objective, run outside and hop into one of the tanks. Ride it until you can see the enemies coming over the crest on the road. Since you'll have to battle both tanks and foot soldiers, consider switching back and forth between the two gun positions on your tank. Use the machine gun to mow down those on foot, but then switch back into the main seat when a tank rolls in.

Once the first wave of enemies is defeated, you'll have to fix up your tanks before proceeding. Hop out of your tank and switch to your blowtorch repair kit. Use it on each of the tanks and then get back inside one. Your new job is to destroy the forces moving towards your Heliport.





Drive up over the hill and you'll find a wave of assault tanks and troops moving towards the Heliport. Use your tanks to kill whatever you can easily dispatch. Don't forget, those turrets at the entrance are anti-vehicle. They'll send a nice destructive volley at any armor you aim them at.

Next you need to defend the other side of the Heliport. Drive straight through and confront the enemies trying to enter there. Repel the first wave and then push forward to the crest. From there you can use your gunner and main cannon to destroy any tanks and troops that try to come over the hill.



You'll be told to proceed with caution through the forest. You'll quickly come to a wall and be ambushed from all sides. Blow open the wall with your main gun and then switch to the machine gun to take down the soldiers hiding in the trees.



It's time to make your assault. Move forward into the ruins. Destroy the tanks and switch to your machine gun to clear out the soldiers hiding in the rubble. Once you do, your final task is revealed. You need to destroy every last Chinese tank. Use your tanks to sweep them clear and you'll be done.



# Missions

## Burning Bridges

### Primary Mission

- Place 1st charge
- Place 2nd charge
- Place 3rd charge
- Place 4th charge
- Get off the bridge before it blows

This mission is short and sweet. Your job is to storm and destroy a defended bridge by placing three charges at key locations. Begin by Hotswapping up into the sniper on the hill. Use him to pick off a few enemies and get their attention. Next, Hotswap back down to the assault team and man one of the turrets.



After you've taken out the initial defense, its time to work towards your first charge. Always take out any enemies at a turret first since they can do the most damage. Stick to one of the edges and work your way across. Clear out all enemies before placing your first charge.



As soon as the first charge is ready, more enemies will come out of nowhere. Be sure to take out the one up at the top of the bridge working as a sniper.

The second and third charges can be placed at one after another once the area is cleared. The final charge is at the end of the bridge. Make sure you work at removing enemy forces from the area before planting the final charge. Once you set it, a counter will start. If you don't get off of the bridge before it hits zero, you'll fail the mission. Clearing the area out first is a very good idea.



# Missions

## Beach Party

### Primary Mission

- Assault the beach
- Destroy the heavy tanks

This mission begins with you piloting a light patrol boat. Your goal is to navigate through the mined water and dodge any bullets coming your way. Rather than risking this, just let a CPU player do it for you and Hotswap into the first group that makes it on to the ground.



As soon as you land, look for turret fire coming down on you. Switch to a pistol if you're having trouble with accuracy, but make sure you shoot them all out before trying to cross the beach and enter the trenches.

Walk to the west to get up into the trenches. Use the support class soldier and the fast shooting machine gun to fight your way through all of the opposition. Your first staircase up is blocked by some flaming boxes, so keep going. Eventually, you'll be able to take a staircase up to the next level.



Once again, take out any turret wielding enemies first and then make your way up. Look to Hotswap into an engineer. Doing so will give you the RPG that you need to destroy the two tanks at the top of the trenches. Once you get up there, don't run out into the open. Duck behind some walls and either hop over or look around to fire your RPG at the tanks. A couple of shots at each one will destroy them. Once both have been downed, the mission is complete.





## Missions

### Big Bang

#### Primary Mission

- Battle to the Refinery
- Place 1st charge
- Place 2nd charge
- Place 3rd charge
- Place 4th charge
- Place 5th charge
- Place 6th charge
- Get out before the Refinery blows

The battle to the Refinery isn't very difficult. Be careful not to drive your tank into the water -- they aren't amphibious! In fact, why don't you just let the computer drive the tank and you man the gun. That way, you can rack up some big points by mowing down all of the foot soldiers that swarm out at you. Also, you'll be able to take aim at the floating mines in the river and focus your fire on the turrets. The only time you should switch back into the driver seat is when you come across a tank. Blow him up yourself for the points, but otherwise do all of your damage with the machine gun.



Inside the Refinery you have to plant six charges. Make use of your Hotswapping skills to quickly move around from one point to the next. Once you plant a charge, a swarm of enemy soldiers will come out. Be sure to kill them before Hotswapping away to ensure that you get a big score at the end of the mission.





Each of the charges must be placed at the top of the oil tanks. That means you need to fight your way up the staircase. Be sure to clear out anyone shooting at you before attempting to place the charge. The last thing you want to be is a sitting duck.



When all six charges have been placed, you need to get out of the Refinery before it explodes. Get into an assault soldier and use your zoom to locate a friendly troop who is outside of the Refinery. Hotswap over to them to finish the mission. If you can't find one, you'll have to battle your way out on foot. Luckily, the three green markers on your mini map tell the direction to the exit points. Choose one and run.

## Missions

### Hotel Alpha

#### Primary Mission

- Quickly recon 4 enemy sites
- Recon the North Village
- Return to base

Start by hopping in to your Humvee. Man the machine gun and lay down enough bullets to take out the enemy troops and vehicles out on the main path. From there, head to the southeast part of the map for the first recon site. For most of the recon sites, it is easiest to go flying in and park right on the nav point. You'll have to stay there for ten seconds, so switch to the machine gun position to defend yourself.





Start driving north. The next recon point can't be reached with a vehicle. When you get to a large mountain with the nav point indicating that you need to go inside, hop out of your vehicle and go by foot. You can climb part way up and drop in from behind by taking a small path. This works great because you'll end up with no resistance.



The third and fourth recon sites should be tackled the way you approached the first. Ride in with your Humvee and blast anyone that dares to stand up to you with your machine gun.

After you've gotten all of the recon sites, you'll be told to go take a look at the North Village. Drive across the plain to reach it. The easiest way to do this is to Hotswap into one of the soldiers parachuting in. Kill anyone in your immediate vicinity and then man a turret. Kill the rest of the guards and then go back and drive in with your Humvee.



With all of the recon completed, you need to get back to base. Three helicopters will attack you. If you want, you can try to out drive them and race back to the base. We prefer to switch to the gunnery position and blow them out of the sky. Either way, the mission will end when you get back to the base.



# Missions

## Top Man

### Primary Mission

- Set down safely at the Landing Zone
- Take out all Stingers
- Prevent enemy Commander escaping

Take a moment at the beginning to Hotswap through several players to help up your Style rating. When you get into the helicopter, switch to one of the machine guns and let someone else do the flying.

Your pilot will start flying you towards the landing zone. Start shooting any soldiers and fast attack vehicles you see along the way. Eventually, you'll be asked to clear the Landing Zone of FAVs. Stay in one gunnery position and keep the trigger held down. These weapons take a few seconds to warm up and that's all you'll get as the computer controlled pilot spins about attempting to get you into a better position. Blow them all up and then land at the flare when you're told to.



Face the ruins and start running up the path. Watch out for enemies popping out both in front and behind you. It's a good idea to play more of a support role at this point. When you get to the top, quickly get into the turret and mow everyone down. Just ahead, look for an anti-aircraft gun and shoot down the helicopter overhead.





There are several targets on your screen. Use your zoom to get a bead on them and snipe them out. Once they're gone, your mission changes to stopping the commander from escaping. Keep moving along across the bridges and follow your nav point. Eventually, a plane will fly overhead and destroy a bridge before you can cross it. Hotswap back to where you first started crossing bridges.



There you'll find a turret and you'll be asked to shoot down the radio tower. Aim and fire and you'll create a new bridge. Cross it to get to the commander. He'll take off in a helicopter before you can effectively attack him.



Start Hotswapping back and you'll find the anti-aircraft turret you first used. Lock on to the escaping commander and let him have it to finish off the mission.



# Missions

## DMZ

### Primary Mission

- Neutralize enemy forces in the Central Village
- Neutralize enemy forces in the Eastern Village
- Neutralize enemy forces in the Northern Village

#### Central Village

For this battle, ride your jeep in to the center and you'll find a ring of turrets in a nest. Before the actual battle begins, you'll have to Hotswap around to the snipers positioned above you. Use their scanners to root out and kill any enemy snipers on the rooftops. After you shoot enough of them, the full assault will begin.



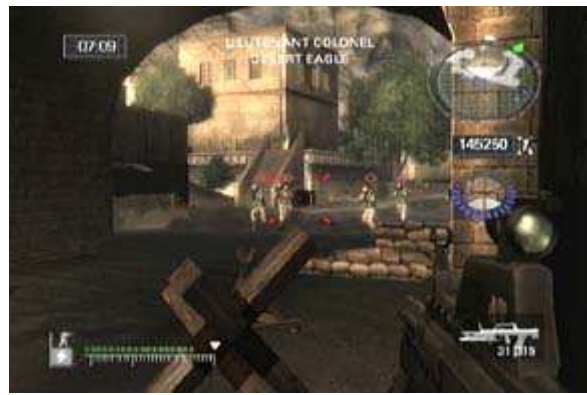
Don't stay in the snipers during the assault. Hotswap down into one of the assault soldiers at the turrets and unload as many bullets as you can to stay alive and end the attack.



#### Eastern Village

You'll know you're at this battle because you'll have to exit your jeep before you can get in. A new squad of paratroopers will come down to assist you. Hotswap into one that has a full clip of ammo because you are about to do some serious gunning.





Get a good position where you can see the entrance and settle in for a big battle. Once it's clear, start walking forward. Watch out for enemies coming down the stairs and through the alley next to them.



Battle through to the central area where your nav point is and keep fighting until the enemies stop coming. Remember to Hotswap into fresh soldiers rather than reloading and especially if your health is starting to get low.

### Northern Village

This village has four snipers waiting for you as you roll in. Don't bother going in directly to where the nav point is. Hotswap up into the snipers. Several helicopters and jeeps will attack you and it's your job to wipe them out. Use the handy turrets placed near each sniper to do the trick. Just keep Hotswapping around and try to take the helicopters out as soon as they appear since they are much more of a pest than the jeeps are.



The regular turrets work best for the jeeps and anti-aircraft for the helicopters, although a good shot can use a sniper rifle to take out the drivers of all of the vehicles.



# Missions

## End of the Line

### Primary Mission

- Defend the Station
- Stop the train

Quickly make your way straight out of the garage and man one of the turrets. Enemies are going to start streaming over that hill from all sides. Use your Hotswapping skills to bounce around from gun to gun to easily wipe them out before they can get close enough to hurt you.



Soon enough, tanks and a helicopter will come into the picture. You should be able to destroy the tanks using the turrets before they can hurt you. The helicopter will drop in some paratroopers if you can't destroy it or snipe out the pilot fast enough. Make sure you kill any parachuting targets before they get to the ground.

Keep repelling the oncoming forces as the timer counts down. More tanks, helicopters, and jeeps will come. Use the same tactics as before to deal with them. When the timer reaches zero, the forces will flee.



When the forces run, its time to destroy their train before they can deliver the cargo. Some parachuting assault troopers will come into view. Hotswap into the farthest one and man the turret that he'll land next to. As soon as you can, start shooting at the train as it drives towards you. If it gets by you, Hotswap to the next soldier at a turret and continue until you destroy it. Aim for the engine.



# Missions

## End Game (Nato)

### Primary Mission

- Withstand the attack
- Battle to the labs
- Plant demolitions in the labs
- Destroy Lt. Colonel Zhu's helicopter

Your initial task is to defend the area. The easiest way to do this is to Hotswap out to the engineers on the fringe of the battle. There, you'll have access to their RPGs as well as a handy turret that is very keen on laying a blanket of bullets on top of enemy soldiers. First helicopters will attack, but they'll quickly be followed by jeeps and tanks. Use your RPGs and turrets to dispatch them and do your best to mostly ignore the ground soldiers. Once the vehicles are gone, press on towards the lab.



As you come up out of the ravine, you'll find a huge enemy defense. Quickly look to the tops of the buildings and kill the soldiers there. Use your engineers to destroy any jeeps in your way, and then head into the city.



Inside the city, you need to battle your way into the lab. As soon as you go in, you'll be swarmed with opposition. It is easiest to do this part with an assault soldier. Be ready to fight new enemies around each turn and multiple enemies inside each of the three rooms where you have to plant your demolitions. After you plant them, you have 30 seconds to escape. Make things easy and lean out a window. When you see another soldier, Hotswap into it.





After the building explodes, you need to kill Zhu before he escapes. Look to the rooftop and you'll see an engineer. Hotswap into him and use his RPG to shoot down the helicopter. The copter will keep trying to attack you, so don't worry if you miss a few times. Wait for him to turn around to make another pass and fire while the copter is motionless. Shoot it down to complete the mission.



## End Game (China)

### Primary Mission

- Destroy the generator supplying power to the NATO stronghold
- Attack enemy Plaza
- Destroy Lieutenant Colonel Scott's helicopter

This mission takes place in a similar map to the NATO mission, but has slightly different objectives. Your first job is to destroy the generator. The bridge ahead of you is heavily guarded, and you'll only end up dying trying to fight your way through it. Instead, climb into an FAV and drive over to the right. There is a broken bridge there that you can jump if you have enough speed. When you land on the other side, you'll be right near your target generator. Drive up to it and plant your explosives.





Let a CPU player control the FAV after you blow up the generator. It will drive over to the Plaza and make laps around the circle. Keep your gun aimed at the sky and shoot down all of the helicopters. After a short pause, enemy tanks will roll in. Use the engineer's RPG to dispatch them. Keep switching back and forth between the machine gun on the FAV and the engineer RPG to defend the Plaza against the vehicles. Any foot soldiers you kill will only add to your score.



Defending the Plaza long enough will result in the Colonel trying to escape. Don't let him. Look for an engineer on top of a roof on the north end of the Plaza. Hotswap to him and you'll find a hand anti-aircraft turret waiting for you. Shoot down all of the helicopters and then finish the Colonel off.



## Missions

### Flying the Flag

#### Primary Mission

- Plant demolitions in both silos
- Plant demolition charges at the main bunker
- Laser designate Commander 31's bunker

Regardless of which side you're fighting for, you'll have to do the same final mission here. It seems some random Commander 31 has gotten a hold of a couple of nukes and it's your job to disarm them.

As you parachute in, focus your attack on the bunkers to your left. Take out the soldiers at the turrets and your path up the hill will become much easier. Stay in the initial soldier and when you land, look for a path leading up to the left. At the top, you'll find a hole in the fence.





Once you pass through the hole, you'll find the missile bunker. Use your vantage point to pick off the many enemies that come streaming out to lay down cover for the teammates parachuting in. Once they've landed, Hotswap into an assault troop and look for a hole in the ground. Descend down into a hallway.

Keep your gun at the ready and battle your way around the halls. At the end, you'll find the console that you have to plant an explosive on. Do so, and then high-tail it out of there.



Back outside, make your way across the gully to the other missile silo. Follow the same process to get to the control console and then get out of there. Mission accomplished....almost.

Seems there is another live nuke. Look for you new nav point and Hotswap into the closest character to the action. Some tanks will be battling on the ground, but you should ignore them.

Take the path up the hill towards the final compound. Rather than going up the main staircase, first shoot the soldiers who are sniping from above. Next, look for a broken part of the walkway that will create a ramp leading up to a catwalk.



Follow the catwalk and you'll be put inside the final bunker at its base. Keep your eyes on the walkways above you to shoot out the soldiers before they can decimate your new squad. Follow the ramps up to the top.





Inside you'll find the infamous commander. You can't hurt him because he's inside a bulletproof bunker. Hotswap over to the tower where a team of snipers is parachuting. You need to call down an artillery strike on the main bunker. Some helicopters will molest you. If you're having trouble getting a lock, switch to your sniper rifle and shoot out a few of the pilots and then try again. Once you've got a good lock on the bunker, the artillery strike will come and you'll be victorious. Congratulations, you saved the world!





## Challenges: Hotswap

### General Tips

The goal of the Hotswap Challenges is to move from soldier to soldier as fast as possible. The game will present you with a target and you need to Hotswap there as fast as possible. You will lose 1000 points for each soldier you Hotswap through that is not the designated target. Each time you get to the target, you will receive 1000 x the time left on the clock. That means that the faster you get to your target, the more points you will receive. To get all three stars, you need to make it through the entire challenge and do it very quickly.

Remember, you can Hotswap to characters that are farther away if you use your zoom. Oftentimes it will appear as if you can't make it to your target in one swap when you actually can by using your scope. Also, don't hesitate to use the other soldiers strewn throughout the field as stop offs. Although you lose 1000 points for doing it, time stops as you move from one soldier to the next. If it is much faster to use the extra Hotswap, it is definitely worth it. If you do have to go into a non-target soldier, make sure it is one on high ground such as a tower or parachute. These guys have a better view of the field and more Hotswap options to go to.

### The Ruins

**Available:** From the start

Begin the challenge by zooming in on your first target. This will allow you to make it in one leap instead of using extra soldiers and losing points. From there, look to the right of the target. Go to that soldier and then look for one on the ridge above your target. Do this quickly to make up for the 2000 points you lose in the extra Hotswaps.



At the second point, zoom in and Hotswap to the soldier just to the right of the target. You might have to take a few steps forward to do this. From there, just take the next Hotswap to your target.



Next, you'll have to make two steps. Go up to the soldier on the ridge, and then down to the soldier to the right of your target. From there, it's a short Hotswap to the points. You can make it to the next target in one Hotswap. Take a couple of steps forward, zoom in and then jump.





Up on the tower, you need to get down to the man in the hangar below you. You can either take an extra Hotswap to line up the siting, or leap off of the edge of the tower and take it in a single Hotswap.



From the Hangar, just use your zoom to line up the final three swaps in one leap each and you'll be at the finish.

## The Oil Platform

**Available:** Private 1st Class

Immediately upon starting, swivel about and Hotswap to the only soldier behind you. When you get there, the timer will stop and you'll have to shoot down three enemy soldiers. Each one you shoot will give you 1000 points. When they are dead, the timer starts again and you're given another target.



Turn around and use your scope to line up the next target soldier. When you arrive, three more soldiers will be behind you ready to be shot down.

After the second round of soldiers is down, Hotswap to the relay man on top of the structure in front of you. From there,



zoom in on your target and Hotswap over. Two parachuting targets come down that need to be disposed of before you can move on.



This next sequence can be tricky. Look for a man below the paratrooper on the left down near the river. Hotswap to him and then quickly look through your scope to find a parachuting soldier. Hotswap in to him and then on to your target.



Quickly Hotswap back to the parachuting soldier before he hits the ground. Use his high position to make it to your next target (you will need to use the scope).



Do a series of quick relays to make it to the next target. When you do, more enemies will come out from behind the crates. Since time is stopped, use this as an advantage to get closer to your next target. Make sure you are part way down the dock before you kill the sixth target. Zoom in on him and fire, then quickly swivel about and Hotswap to the final target.



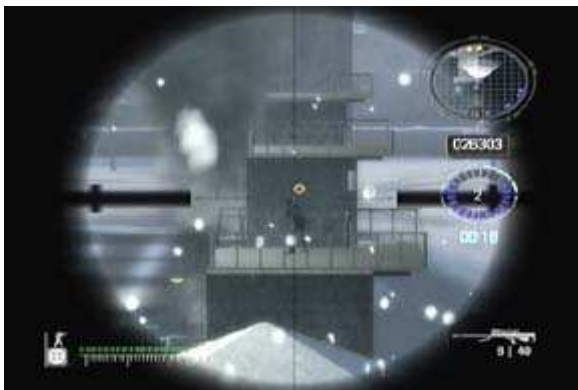
## The Factory

**Available:** Sergeant 1st Class

Immediately swivel to the right and look for a relay dot that is right near your target on top of a building. If you don't swivel fast enough, this guy tends to move and block your line of site. From there, you can make it in a quick jump to your first target.



The second target is a sniper just to your right that can be gotten to in a single Hotswap. When you take over his body, two enemies will be ready to fight you at long range. Zoom in twice and pick them off from right to left. Quickly zoom out and then back in on your next target.



Four targets present themselves below you. Shoot them and move on. Your next target needs to be accessed through a relay point. There are three possible nearby targets, take the central one as it gives you the best line to the target soldier.



Relay and then zoom to your final target. The timer will stop and you'll be asked to shoot down a helicopter. Use your RPG and dodge his fire to finish the challenge.



## The North Docks

**Available:** Command Sergeant Major

When the mission starts, zoom in and Hotswap to the unit on top of the dry dock. Quickly look down through the roof to see your first target. Hotswap into him, then back up to the roof as fast as you can.



Run up over the crest of the roof and zoom in your scope. Relay through a soldier to the left of your target and then on into your target inside the oil tank area.



When you make it up onto the platform, a Humvee will come riding in to attack you. Aim well because if you miss you'll likely be cut down by its fire before you can reload. Hotswap back to the guy you came in through. Zoom in towards your target and use the newly showing soldier as another relay.



The next task is to shoot down three parachuting soldiers. The next soldier can be made to in a single zoomed Hotswap.





From there, look to make it back on top of the dry dock hangar position. Hotswap down to the soldier below you, and then quickly back up again to the roof. Next, Hotswap to the end of the roof and then out to the base in the ocean.



The last soldier can be reached in a single Hotswap, but you'll have to shoot out a boat before the challenge will end.

### The Plaza

**Available:** 2nd Lieutenant

The first Hotswap is obvious. Once you're in it, turn and zoom in at your next target. Jump and the icon should turn white. Quickly make it into your second target.



From there, go back into the assault troop on the roof where you came from. Use him to access the engineers on the plateaus. Go through a series of them into the helicopter.





Once inside the helicopter, fight off the two other copters. Stay away from their broadside as they have heavy machine guns that can tear you apart.



Once again, head into the series of engineers to make it to your next target. There, a tank will come across the field. Make sure you hit it with several RPGs before it hits you.



Go back up onto the plateau and into the engineer there. Next, make your way across the town by using a series of assault soldiers and into the engineer across the plain.





Six enemies will pop out. Shoot them quickly or they'll end your run with their machine guns.

Hotswap back across the plain through an assault soldier to your target. Switch to your RPG so that you can zoom, and get a closer look at your next target. Bingo, a one Hotswap jump. For the final one, Hotswap onto the building across from you near your target. Use that soldier to reach the final destination.

## The Village

**Available:** Major

This challenge is tough and is going to take some major practice. You're going to be doing a lot of Hotswapping.

Rather than trying to write out a hugely confusing string of Hotswaps, we'll give you some handy tips for beating this one.



- Always go for the highest relay soldier. They have a better and farther line of site.
- When you get into the tank, back away from the enemy tank and let it come towards you. Your timer stops so time isn't an issue and backing into the field behind you will allow you to Hotswap to the next guy faster.
- When you fight the soldiers with the turret, exit the turret when only one is left. Be ready for the next swap before the timer starts again.
- Use the zoom on your RPG. Engineers can't zoom their shotguns, but can still make long distance leaps using alternate weapons.



## Challenges: Races

### General Tips

All of the racing challenges will require you to take control of a vehicle and beat the clock in a small variety of situations. To win, you must be familiar with both the courses and the vehicles themselves. There isn't anything particularly tricky about these challenges, but the vehicles do take some practice to get used to. Keep trying these even if you aren't successful the first few times. If nothing else, it will give you practice for when you go online and fight the world.

Remember, every vehicle has an alternate camera view. If you're having difficulty controlling your ride, try switching to another view to get a better handle on where your corners are.

### HMMWV Humvee

**Available:** From the start

The Humvee challenge is similar to a game of Crazy Taxi. Your role is to collect soldiers for extraction and return them to the start. It is a straightforward task that rewards you with more points for returning the soldiers faster.



Each time you collect a new soldier and drop them off, your time will be extended. This means that if you collect several quickly in succession, you can build up a nice cushion of time so that if you make a mistake, you won't end up running out of time. Since you're in a Humvee, feel free to take it off-road. Just be sure you don't get yourself lost or drive into a corner. Remember, you can drive through bushes, but not fences, signs, or trees. Be careful about damaging your vehicle too much. If you constantly run into things, it will explode and you'll have to restart.

The placement and order of the soldiers is random, so you really do need to learn the lay of the land.

### Light Patrol Boat

**Available:** Corporal

This is a simple race course that puts you on a river and asks you to maneuver your way to the end of the track. Along the way, you'll have to hit a series of checkpoints which show up as white circles on your map that are easily recognizable on the river. Each time you cross a checkpoint, your timer will be extended. Additionally, you'll be rewarded points based on how much time is left on the clock when you cross the checkpoint. Obviously, moving through this course quickly is the key to winning the challenge. The Light Patrol Boat is a fast vehicle with questionable steering. It does not take corners very well and tends to drift out around them. This means that you need to start your turns early and drift into them to maximize your speed.





Along the way, you'll see some yellow markers. These are bonus rings that will give you 5000 points for riding over them. Not bad! If you find yourself missing one, don't try to alter your direction drastically to get the 5000 points. Making it to the next checkpoint should always be your priority.

Two things can trip you up in this race. The first is floating mines. If you touch one of these bad boys you'll explode and have to start over from the beginning. Not good. The other obstacle is the shoreline itself. If you bump into it, it has a tendency to swing your boat around causing you to beach yourself. If you find yourself run up on the land, it is probably the best idea to restart and try again. Even if you manage to back up into the water again, the time you've lost will cause you to end up having an unsuccessful race. Just make sure you keep your boat from touching the shore.

### Eagle Military Tactical Vehicle

**Available:** Master Sergeant

This is, perhaps, the easiest challenge. The setup is similar to the Light Patrol Boat, only this time you are on land and your handling is better. Drive your way through the course and get to the checkpoints before the timer runs out. The course is fairly short, but you have to make three laps of it to finish. Just like the Light Patrol Boat, you can find yellow bonus markers that will reward you with an additional 5000 points.



As long as you don't slam yourself into a building or drive way off the track, you shouldn't have trouble getting three stars on this course after a few tries.

### BK 1990 Mobile Artillery

**Available:** Warrant Officer

This race adds the element of enemy patrol vehicles as targets. Now, you can score points by making it to the next checkpoint, passing through bonus markers, and blasting jeeps, boats, and helicopters into oblivion. Each bonus marker you pass through gives you 5000 points and each other vehicle you destroy also gives you 5000 points.





The score for 3 stars is a hefty 310,000. Simply driving your way through the course won't be enough. You'll have to do it quickly, hit all of the bonus markers and shoot down the majority of the moving targets. Remember, your BK 1990 may be amphibious, but it moves much faster on land than in the water. Avoid going into the river at all costs (except for the one marker that requires you to do so). When you do hit the water, do it at the last moment possible and get out as soon as you can.

### Apache Attack Helicopter

**Available:** 1st Lieutenant

This challenge is going to take some practice. Controlling a helicopter is not an easy task. Press up on your left analog stick to tilt your nose down and move forward. Pull down to raise your nose and slow down or move backwards. If you want to move up or down or aim your gun, you'll have to use the right analog stick. Play around with this challenge a lot until you are comfortable flying a helicopter through canyons.



Your goal is to fly through the spheres. Yellow ones give you a 5000 point reward. The white ones are checkpoints and will give you points based on how fast you get to them. There will be targets for you to shoot out on the ground as you fly around. The jeeps are worth 5000 points. The tanks are harder to kill, but give you a massive 10000 points for each one you destroy. At the end, you'll see another helicopter. Shoot it down before crossing the finish line to get a huge point boost.

### Fast Attack Vehicle

**Available:** Lieutenant Colonel

For this race, you'll actually be put up against other fast attack vehicles. They'll all start ahead of you and don't travel very quickly. They are more of an obstacle than an actual competitor in the race, so you can mostly ignore them.

Just like the other races, you'll have to make it to the next checkpoint before the timer expires. Additionally, you'll be rewarded a bigger bonus for getting to the checkpoint with a lot of time left on the clock. Speed is of the essence. There are many 10000 point bonus markers on the course, but you'll have to be skilled to get them all. They are always placed in precarious places. Most are either between two explosive barrels or between two metal posts. It isn't a good idea to hit either of these, so practice your precision driving if you want to succeed here.



## Challenges: Weapons

### General Tips

Weapon challenges test your ability to kill enemy soldiers quickly and efficiently. Each one will give you a single weapon and task you with killing a set number of soldiers and/or vehicles. Some of these challenges may be very difficult at the beginning of the game. Try coming back to them after you have been awarded weapon upgrades by moving up in the ranks. A larger clip can make a hard challenge seem simple.

### Assault Rifle

**Available:** From the start

This challenge puts you through ten rounds of target practice. For the first round, you'll only have one target. If you keep killing all of the targets, more will be added for the next round until you have a boatload of moving targets at the end. To succeed, you need to be able to use your radar to quickly locate targets and then shoot them either in the chest or the head. You'll get the most points, 1000, for a head shot and less points for kills that require more than one shot. You can get three stars without doing perfect head shots, so don't go crazy trying to perfect this challenge.



This challenge can be difficult at the beginning of the game. For each round, you are only allowed one ammo clip. Later in the game you'll have an expanded clip which allows you to miss a few times without being punished as severely. If you're having trouble, come back to this challenge later.

### RPG

**Available:** Sergeant

This challenge will require you to hit moving soldiers and vehicles from one of four positions using the RPG. Depending upon the ease of nailing a target, you'll get more or less points. For example, a lone soldier is worth 75 points while a boat is 250 points. You may find that these scores don't quite make sense while you're playing. That's because the score multiplier is in effect. If you hit multiple targets in one round, you'll be rewarded with more points. This means that at the beginning of each round, you should always shoot out the easier targets first to make the more difficult ones worth more points.





The armored tanks and helicopters are worth the most points, but they each require two shots to take down. Find a vantage point that you can use to easily hit the helicopters. Shooting down a couple at the end of a round will almost guarantee you three stars. Remember, Hotswapping freezes time. Rather than waiting to reload, switch over to another soldier and keep shooting.

### Sniper Rifle

**Available:** Sergeant Major

For the sniper rifle challenge, you'll be taken into the air on a helicopter. There will be ten rounds where you'll be given five targets in each. Your score for each shot is based on how much time is left on the clock, so aim quickly and don't try to search out new targets with your scope zoomed in.



There are actually only five areas. After going through each area, you'll be brought back to the first and cycle through the exact same targets. The second time through, you'll be slightly farther away and have a little less time. If you do this challenge several times so that you know the locations of all the targets, you'll easily be able to complete it with a high score.

Once again, an extended clip makes this slightly easier because you'll be able to miss a couple of times without running out of ammo. Come back to this later if you have trouble getting three stars.

### Frag Grenade

**Available:** Chief Warrant Officer

This challenge is a fun one. For each of the ten rounds, ten soldiers will fan out in a triangle formation below you. Your job is to toss a grenade into their midst and blow them all to bits. If you can manage to get the grenade to drop at the feet of the one in the center, you'll kill all ten in a single throw. This is the key to getting all three stars. If you kill all of them in one throw on the first round, you'll get 10,000 points. If you do it again on the second round, the score doubles. Each time you successfully kill all of the soldiers in one throw, your reward will grow. However, if you take extra throws or fail to kill all ten, your score reward will begin to decrease again.





Practice playing through this several times to get the hang of lobbing grenades at long distances accurately and then go for a scoring run.

## Shotgun

**Available:** Captain

The shotgun challenge puts you in a square of buildings and randomly assigns some of your friendly troops as target enemies. At first, this is easy. Simply Hotswap your way around through the square and look for the yellow blips indicating targets. The faster you shoot them out, the more points you'll receive.



Things get difficult if you are good. Each time you clear the entire field of enemies in a perfect round, more will be added for the next. Since they all take positions of what previously were friendlies, you'll eventually be on your own against only targets. Since you can't Hotswap, you'll have to shoot most of them from the ground. Once you run out of targets, look for a staircase up to the top level to finish clearing out the targets. Since they always appear in the same position, you shouldn't have trouble locating them each time the round is reset. Play through this several times and work towards memorizing the spawn points so that you can quickly target all of the enemies.

## Machine Gun

**Available:** Colonel

There isn't much to be said about this challenge. Your goal is to stay alive as wave after wave of enemy soldiers rush your position. If they get close enough, they'll knife you and end the challenge. Keep firing with your machine gun to lay them down and don't let them get too close.

Starting at round four and continuing from there, you'll be faced with more and more flanking attacks. Make sure you always watch your radar and pivot so that you can attack the closest soldier. You may also want to consider kneeling. That way you can improve your accuracy a little bit and pick off some soldiers before they even get close to you. This is all about speed and accuracy. Good luck.



## Multiplayer

The online experience is vastly different from the single player campaign mode in Battlefield 2: Modern Combat. It is, however, very similar to its PC cousin, Battlefield 2. Those familiar with that title might want to go straight into a game and ignore this section.

### Conquest Mode

This is the classic Battlefield 2 online game. To win, your team is going to need to take control and hold as many Capture Points as possible. Capture Points are also the points where you can choose to respawn after you die.



To gain control of a Capture Point, you'll have to take down your opponent's flag and raise yours. To do so, you'll have to be within the capture radius of the flag pole. This doesn't mean you have to be right next to the flag. Crouching behind objects, hiding behind walls, or lying prone in a corner are great ways to neutralize and capture flags without being seen and shot.

**\*Note:** The more people you have within the capture radius, the faster the enemy's flag will be lowered and yours raised. However, if an enemy is present in the radius, you can't convert the flag.

The game score is based on Tickets, which are displayed in the upper right hand corner of the screen. Your team's number of Tickets is the number of reinforcements available to be called out. Each time someone on your team dies, your team loses a ticket when they respawn.



There are three types of game play, all of them conquest based.

- **Double Assault:** This is what you'll play in the single player mode, or on any 16 player maps online. Each team will start with one Capture Point and one or two neutral Capture Points. You can increase the rate at which the opponent's Tickets are reduced by controlling more than half of the Capture Points on the map.
- **Assault:** In this mode, there is an attacking team and a defending team. The attacking team generally starts with one uncapturable spawn point while the defending team controls the rest of the map. Either team can increase the rate at which the opponent's Tickets decrease by holding all of the Capture Points on the map.



- **Head On:** Similar to Double Assault, except now each team has one base that is uncapturable. Just like Double Assault, you can increase the rate at which the opponent's Tickets are reduced by controlling more than half of the Capture Points on the map.

### But Wait, There's More

If this game were all about just capturing flags, there wouldn't be enough incentive to play as a team. So, a point system was developed to reward or punish you for certain actions.

Action	Result
Kill enemy	+1
Protect flag	+2
Destroy enemy vehicle	+2
Driver assist	+1
Neutralize flag	+2
Neutralize assist	+1
Capture flag	+3
Capture assist	+1
Heal teammate 30%	+1
Repair teammate vehicle 30%	+1
Team kill - 1st	-1
Team Kill - 2nd	-2
Team kill - 3rd	-3
Team kill - 4+	-6

As you can see, playing as a team can net you big points, even if you don't end up winning the actual battle. You should also be wary of overusing artillery strikes, especially when you have teammates in the area.

### Capture the Flag

This classic game style has been added to Battlefield 2: Modern Combat, though you won't find many people online who prefer it to Conquest. CTF in Battlefield is an interesting game, mostly because of the vast number of vehicles and large, open maps.

The goal of any CTF game is to capture the enemy's flag and return it to your base. To return it, your flag must be at your base, so defense is just as important as offense. If you're killed while you have the flag, it will drop to the ground and can either be picked up by a teammate, or returned to its home by an enemy. This makes it a necessity to travel in small squads when stealing a flag. A lone soldier can easily be picked off, but a small group can defend the carrier and continue his work if he is killed.



To succeed in CTF, you have to make use of the vehicles. You can actually capture flags without getting out of the vehicle by simply ramming into the pole. The game is fast paced and no soldier should waste their time trying to run across the land on foot. If there are no vehicles available, man a turret and play a defensive role because you can be assured that an enemy vehicle will be coming for your flag very shortly.



Action	Result
Kill	+1
Destroy enemy vehicle	+2
Steal flag	+1
Capture flag	+5
Capture assist	+1
Return flag	+1
Drive flag carrier back	+2
Kill enemy flag carrier	+2
Kill near flag	+2
Protect carrier	+2/+3
Protect flag	+2
Heal carrier	+2
Heal teammate 30%	+1
Repair vehicle 30%	+1
Repair carrier vehicle	+2
Suicide>	-1
Team kill	-1
Team kill - 2nd	-2
Team kill - 3rd	-3
Team kill - 4+	-6

To rack up huge points in CTF, you should always travel in squads. Whether you're carrying the flag or simply protecting and aiding the carrier, you'll get many more points than if you simply run around trying to kill everyone. Unlike most CTF games, the team that plays as a team the best will have the highest point total at the end.



## Medals and Stars

### Stars

Stars can be obtained in several different ways. The most common way is to complete a mission. When you do, you'll be given a ranking and can win up to 10 stars. Since there are 20 total missions, you can obtain 200 of the 345 stars this way. Always be mindful of your score and of dying too much in the campaign mode since these are the easiest ways to gain and lose stars.

So what's the big fuss about? Stars do several things for you. The first is that they can win you upgrades that make you a stronger soldier in the campaign mode. These range from having more ammo, to a larger clip size, to having a better zoom. If you're having problems on a mission, you should always go back and try to unlock new upgrades. It can make a world of difference.

Stars will also allow you to move up in the military ranks. This will unlock new challenges, which in turn give you more chances to earn stars.

The best way to earn more stars is to go back and replay old missions. You'll find that your new skills, along with the upgraded weapons, make these missions way easier than the first time you came through. Try to kill as many enemies as you can in a short period of time, stay alive, and be sure to Hotswap through a multitude of soldiers.



### Medals

Medals are earned by completing a variety of tasks in the campaign mode. You can view your medals at any time by going to the Status menu of your campaign. For each medal, there is a condition, or set of conditions, that needs to be met to win the medal. Complete the hardest condition and you will earn yourself a star. There are 78 medals that you can win. For each one you can receive one star. Be sure to go to this screen often and see what tasks you need to perform. We find it best if you go into a mission with a specific medal in mind. Remember, even if you fail the mission, you can still earn medals and their associated stars. You'll end up winning these faster if you shoot for them rather than just hoping to perform them during the course of your campaign.





## Field Tasks

The progress of your Field Tasks can also be viewed from the Status screen on your campaign. Field tasks are objects that you should look for and destroy (except for the flags) during your missions. Flags must be converted a la conquest mode instead of destroyed. There are 13 different objects to find and 12 of them must be located and destroyed in multiple places. Once again, it is easier to find these if you go out searching for them rather than hoping to destroy them in the course of a mission. It should also be noted that these are pretty much a waste of time. You only receive one star for each of the field tasks which require a lot of hunting. That means there are 13 stars up for grabs through field tasks. The highest ranking is General and only requires 269 out of the 345 total stars. Also, you'll stop unlocking new upgrades at 266 stars. The only reason you should spend time hunting these down is if you're having major problems completing missions or challenges or if you are completely dead set on 100% completing this game.