

BATTLEFIELD 2

PRIMA OFFICIAL GAME GUIDE

Gulf of Oman

GULF OF OMAN

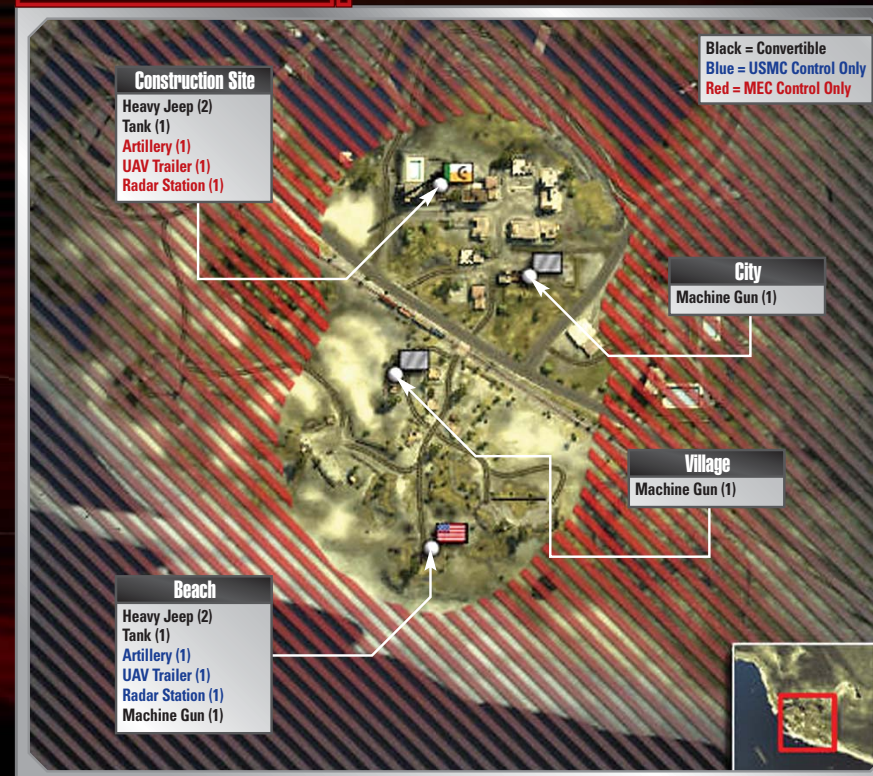


A USMC Marine Expeditionary Unit (MEU) has landed on this Persian Gulf beach during the night in the hopes of quickly seizing the nearby MEC airbase.

The stakes are high for both sides. The Marines face possibly being driven into the sea and destroyed. The MEC forces could lose a key airbase and open the door for US forces to take strategic oilfields. Both sides have been using the morning to prepare for the final assault.



16-PLAYER



Game Type:
 Conquest
Total Control Points: 4
Convertible Control Points: 4



The railroad tracks serve as a boundary dividing the map in half with the MEC to the north and the Marines to the south.

US Strategy

This map is fairly small and allows for some quick, intense battles—even with only 16 players in the game. The US begins in control of the Beach control point. This is where all of the US vehicles spawn, and it contains the Marine artillery and support structures. As such, it is usually a good idea to leave a soldier behind to guard this important base.

Right from the start, the US team should send a jeep with a couple soldiers toward the Village and take this control point. Send the rest of the team in the tank and the other jeep to the City control point. The MEC will definitely be headed in that direction as well. Drop an artillery strike on the City control point, then move in to take control when the rounds stop falling. Watch for enemies on the rooftops overlooking this control point. Call in artillery strikes in the buildings if you start taking fire from them. If you can take the two middle control points, the MEC tickets begin to count down. This forces the MEC to assault the control points, so be ready to hold. Use mines and other defenses to keep them away. Their rush to take a control point may leave the MEC base at the Construction Site vulnerable, so try to sneak a couple soldiers in to capture it if possible—this prevents the MEC from spawning and gives you a quick victory if you can pull it off.

MEC Strategy

THE MEC strategy is similar to the Marines'—however, the MEC has some important advantages. Because the MEC base is the Construction Site control point, you have a number of high structures on which you can position snipers and anti-tank soldiers. These include several of the buildings in the town as well as the crane. From these positions, you can engage the Marines as they head toward the City.

Right at the start, send a couple troops up high and the rest of your team toward the City control point. It is tough to hold the City from the point itself. Instead, pull back a bit, using the buildings for cover and take out the enemies as they approach it. Be sure to leave behind some mines or other surprises to deal with any Marines that get too close to your flag.

Aim for taking the Village next. You can use the train to provide cover as you approach. However, if you can get some Special Forces troops to the Beach, they can really put the hurt on the US. Approach along the eastern edge of the map and blow up the artillery to prevent the enemy from dropping it on you. Then proceed to make this control point your own. Once you take it, the US will have trouble putting up much of a fight with only the Village, since it spawns no vehicles. Then it's just a matter of assaulting this last control point from both the north and south to bring the battle to a close.

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32-PLAYER

Black = Convertible
Blue = USMC Control Only
Red = MEC Control Only

- Construction Site** (Neutral): Light Jeep (1), APC (1)
- River Fort** (Neutral): Light Jeep (1), APC (1), Tank (1), RIB (1), AA Turret (1)
- USS Essex** (Neutral): Attack Helicopter (1), Transport Helicopter (1), Fighter (2), RIB (2), Artillery (2), UAV Trailer (1), Radar Station (1)
- Olive Hill Fort** (Neutral): Light Jeep (1), APC (1), AA Turret (1)
- Rock Fort** (Neutral): Light Jeep (1), Light Jeep (1), APC (1), Tank (1), AA Turret (1), Machine Gun (1)
- Hotel** (Neutral): APC (1), Tank (1), AA Turret (1), Machine Gun (2)
- Airfield Base** (Neutral): Light Jeep (1), Tank (1), Attack Helicopter (1), Fighter (1), Fighter Bomber (1), Artillery (2), UAV Trailer (1), Radar Station (1), AA Turret (1), Machine Gun (1)

Game Type: Conquest
Total Control Points: 7
Convertible Control Points: 5



With the inclusion of the US Carrier and Airfield Base, each side now has both planes and helicopters to add a third dimension to the conflict.

64-PLAYER

Black = Convertible
Blue = USMC Control Only
Red = MEC Control Only

- River Fort** (Neutral): Light Jeep (1), APC (1), Tank (1), AA Turret (1), RIB (1), Machine Gun (1)
- Village** (Neutral): Light Jeep (1), APC (1), AA Turret (1), Machine Gun (1)
- Construction Site** (Neutral): Light Jeep (1), APC (1)
- Airfield Base** (Neutral): APC (2), Tank (1), Attack Helicopter (1), Transport Helicopter (1), Fighter (1), Fighter Bomber (1), Artillery (3), UAV Trailer (1), Radar Station (1), AA Turret (2), Machine Gun (3)
- Olive Hill Fort** (Neutral): Light Jeep (1), APC (1), AA Turret (1)
- USS Essex** (Neutral): Attack Helicopter (1), Transport Helicopter (2), Fighter (2), RIB (2), Artillery (3), UAV Trailer (1), Radar Station (1)
- Hotel** (Neutral): APC (1), Tank (1), AA Turret (1), Machine Gun (2)
- Rock Fort** (Neutral): Light Jeep (1), Tank (1), AA Turret (1), Machine Gun (1)
- Village Fort** (Neutral): Light Jeep (1), APC (1), AA Turret (1)

Game Type: Conquest
Total Control Points: 9
Convertible Control Points: 7



Speed can be almost as important as firepower in the larger games—it forces your enemy to spread out to defend all of their control points.

US Strategy

In the 32-player game, all control points are assigned to either one side or the other at the beginning of the game. There isn't the rush to grab neutral territory. You'll be better off getting organized before heading into enemy territory. First, ensure that the three forts are defended. Man each of the AA turrets and be ready for early enemy air strikes. Meanwhile, have the Marine airpower head toward the MEC airfield to shoot down enemy aircraft or destroy it while still on the ground.

There are only two MEC control points on this map that you can capture—the Hotel and the Construction Site. The best strategy is to make sure your troops can hold in the west, then send your tanks, APCs, and attack helicopters toward the Hotel. Soften the area up with an artillery strike, then have the UAV hover over everything so you can see the location of all enemies. Helicopters can clear off the rooftop of the Hotel and even drop troops to secure this area. These troops can then fire down on the defenders below as the rest of your assault force moves in. Capturing the Hotel not only starts the MEC tickets counting down, but it also gives your team an elevated position from which to engage the enemy. Snipers and anti-tank troopers can make a counterattack by the enemy costly. The next step is to go after the Construction Site. Remember to hold your forts as you attack the central control point from the west, south, and east. As before, use helicopters to clear off the rooftops and clear the way. A daring tactic is to fly a transport helicopter over the Construction Site and either drop troops by parachute or land just to the north of the flagpole so the troops can dismount and rush in to take control. Now all that remains is to defend these positions. Since you know where the enemy must spawn, keep up constant artillery and air strikes against the Airfield Base until the battle is won.

MEC Strategy

The MEC starts off with the best defensive positions. Use the rooftops for your troops to defend against US attacks. However, the MEC must leave their defenses and attack if they want to win. The best place to start is either at the River Fort or the Rock Fort. The Rock Fort is close to the Hotel and easier to get an assault for at the beginning. However, the River Fort offers an RIB which you can use to attack other control points; control of this fort gives the MEC superiority in the western half of the map. The River Fort also allows the MEC to attack the other forts from the water and to make raids against the US artillery. The key to deciding which way to attack is to do some recon and see where most of the enemy force is located—then attack where the defenses are weakest. Once you have one fort, use it to begin an attack against the next in the line.

While the MEC has some good air assets, the US has a lot of AA turrets so pilots need to be ready to drop flares if they don't want to end up as a big fireball. The MEC should use its jets to try and shoot down US aircraft as well as to attack US vehicles and troops moving into your territory. Another important tactic is to take out the US artillery since it can really cause some damage to your defenses.

US Strategy

The main difference between the 32- and 64-player games is that the 64-player game adds two more control points—effectively expanding the battlefield to both the east and west. The US strategy stays mainly the same. The Hotel has to be captured first. This time it is even more important since the Hotel towers over the Village Fort—from the protection of their tall building, the MEC can engage US troops on the US base. After the Hotel, take the Village in the west next. Doing so forces the MEC to stay in the middle and thus protects the US flanks. The decision to attack the Construction Site depends on the MEC's strategy. The US can win without taking this central control point—instead, just use artillery and air power to pummel the defenders and force their tickets to count down even quicker. If an assault on the Hotel is made, be sure to clear the rooftops and attack from several different directions.

The opening up of the western part of the map allows the US to use some raid tactics. Load up a light jeep or two with troops, then race north along the western road to the MEC Airfield Base. While driving along the landing strip, you can attack MEC aircraft and even drop off special forces troops to destroy the MEC artillery and support structures. This forces the enemy to keep more troops back on this base to defend against raids and less troops at other points on the map.

MEC Strategy

This map gives the MEC some more possibilities for raiding and using the river. However, it also confines them to using one main strategy. While you could begin attacking the US forts either in the east or west, the fact that the Hotel overlooks the Village Fort makes attacking this fort early less desirable, since you will then lose the advantage over an enemy spawn point. Control of the River Fort is vital to secure the MEC's western flank and to prevent the Marines from using the western road as a highway to your Airfield Base.

Once you control the river, you can attack any fort you want by coming at them from both the sea to the south as well as by land from the north. Each fort you take also gives you an AA turret which you can then use to engage enemy aircraft coming in from the US Carrier—thus limiting the Marines' use of airpower. Once you have captured all of the forts, you have cut off the Marines from all of their ground vehicle spawn points and should have enough anti-aircraft firepower to shoot down anything that gets close to the shore. Keep your own aircraft back to engage enemy planes and helicopters and drop artillery on the rear of the US Carrier where all of the aircraft spawn.

BASES AND CONTROL POINTS

USS Essex



The US Carrier is the Marine's main source of firepower for the 32- and 64-player games. Not only does it have the aircraft which can attack the enemy as well as deliver troops all over the map, the carrier is also the US base where the support structures are located. While the artillery is a part of this control point, it is actually located on the shore rather than on the carrier itself. Because of its location at sea, the US Carrier is difficult for the MEC to attack due to its anti-air defenses. These consist of two batteries of dual turrets. Each battery contains a Phalanx auto cannon as well as a Sea Sparrow missile launcher that can fire eight missiles before it must reload. If properly manned, it is extremely difficult for the MEC to get near the US Carrier and hope to cause any damage to the aircraft onboard.

Because the US Carrier offers some important firepower, it is vital that the Marines have at least one soldier manning the anti-aircraft batteries. This control point actually has two spawn points. One puts you on the deck of the carrier while the other is located in the rear well, where you can find some RIBs. Unless the US has lost the land control points, they rarely need the RIBs. However, this well can offer an access point for MEC raiders who want to sneak in under the anti-aircraft defenses using an RIB of their own.

Maps: 32- and 64-Player
Adjacent Bases/Control Points:

- River Fort
- Olive Hill Fort
- Rock Fort

USS Essex Assets

USMC Control	MEC Control	16-Player	32-Player	64-Player
HH-60H	—	1	2	—
AH-1Z	—	1	1	—
JSF	—	2	2	—
RIB	—	2	2	—
Artillery	—	2	3	—
UAV	—	1	1	—
Radar	—	1	1	—

Airfield Base

Airfield Base Assets

MEC Control	16-Player	32-Player	64-Player
FAV	—	1	—
BTR-90	—	—	2
T-90	—	1	1
Mi-17	—	—	1
Mi-28	—	1	1
Mig-29	—	1	1
Su-34	—	1	1
Artillery	—	2	3
UAV	—	1	1
Radar	—	1	1
AA Turret	—	1	2
Machine Gun	—	1	3



For the larger two games, this is the MEC base. While the enemy cannot capture it, this control point is the most important for the MEC since it offers all of the airpower as well as some ground vehicles, plus artillery and support structures. Since the Airfield Base is a constant target for enemy air strikes, be sure to keep the AA turrets manned. These soldiers can also protect the base against raids as well. In the 64-player version, there are actually two different spawn points. The eastern spawn point is located near the two jets as well as the flagpole while the western point is near the helipad.

Maps: 32- and 64-Player
Adjacent Bases/Control Points:

- Construction Site
- Hotel
- Village (64)

Beach



The Beach is the US base for the 16-player game. As such, it is important to leave at least one person behind to defend it. However, the key to holding this control point is to maintain control of the Village, since it covers the road leading to the Beach. Avoid focusing all your attention on enemies approaching from the northeast.

Maps: 16-Player Only
Adjacent Bases/Control Points:

- Village (16)

Instead, watch out for enemies trying to sneak in from the sides or even from the ocean to the rear. The MEC should definitely try to take this control point since its loss seriously hurts the US team.

Beach Assets

USMC Control	MEC Control	16-Player	32-Player	64-Player
HMMWV	GAZ 39371	2	—	—
M1A2	T-90	1	—	—
Artillery	N/A	1	—	—
UAV	N/A	1	—	—
Radar	N/A	1	—	—
Machine Gun	Machine Gun	1	—	—

Village (16)



While this control point only offers a single machine gun position, it helps the Marines secure the Beach. The flagpole is located on the lower half of the area, near the machine gun. However, it is better to defend this position from the higher ground to the east—there you have a better field of

Maps: 16-Player Only
Adjacent Bases/Control Points:

- Beach
- City

fire over the battlefield, and you can engage any enemies approaching the flagpole. You can also put troops in the train to the north of this location, using it for cover as well as for ambushing enemy vehicles from the rear as they drive to the Village.

Village (16) Assets

USMC Control	MEC Control	16-Player	32-Player	64-Player
Machine Gun	Machine Gun	1	—	—

River Fort



This is the westernmost US defense along the shore. Along with the US Carrier, this is the only other location where an RIB spawns. As such, the US can use this control point as a staging area for raids up the river. On the other hand, if the MEC can take control, they can use the RIB for sea-

Maps: 32- and 64-Player
Adjacent Bases/Control Points:

- Olive Hill Fort
- Village (64)
- US Carrier

based attacks against other forts along the coast or even against the US Carrier. The US should be ready to defend this fort from attacks to the north. Be sure to watch out for an MEC APC coming down the river where you might not expect it. Because this fort is close to the US artillery, the Marines should keep some troops here to defend against any MEC raids coming down the river or along the open ground to the east.

River Fort Assets

USMC Control	MEC Control	16-Player	32-Player	64-Player
DPV	FAV	—	1	1
N/A	BTR-90	—	1	1
M1A2	N/A	—	1	1
RIB	RIB	—	1	1
AA Turret	AA Turret	—	1	1
Machine Gun	Machine Gun	—	—	1

BATTLEFIELD 2

PRIMA OFFICIAL GAME GUIDE

Gulf of Oman

Olive Hill Fort



This is one of the middle forts in the 32-player game and offers some fast vehicles for attacking the enemy. Unless one of the forts to either side has been captured by the MEC, the US only really needs to worry about attacks from the north. While this fort has some walls surrounding it, the walls facing the sea have several holes through which MEC troops can fire in at the Marine defenders.

- Maps:** 32- and 64-Player
Adjacent Bases/Control Points:
- Construction Site
 - River Fort
 - Rock Fort
 - US Carrier

Olive Hill Fort Assets

USMC Control	MEC Control	16-Player	32-Player	64-Player
DPV	FAV	—	1	1
LAV-25	BTR-90	—	1	1
AA Turret	AA Turret	—	1	1

Rock Fort



The Rock Fort is a middle fort in the 64-player game and the eastern end of the line in the 32-player game. As an end fort, you must be prepared to defend the Rock Fort from both the north as well as the east. Because it spawns a tank, this control point is an important asset for the US. While it does not give the MEC a tank, denying the heavy armor to the US makes this a worthy target. This is also one of the smaller, more confined forts, making this a good target for MEC artillery strikes.

- Maps:** 32- and 64-Player
Adjacent Bases/Control Points:
- Hotel
 - Olive Hill Fort
 - US Carrier
 - Village Fort

Rock Fort Assets

USMC Control	MEC Control	16-Player	32-Player	64-Player
DPV	FAV	—	1 + 1*	1
N/A	BTR-90	—	1	1
M1A2	N/A	—	1	1
AA Turret	AA Turret	—	1	1
Machine Gun	Machine Gun	—	1	1

* = MEC Control Only

Village Fort



This fort takes on the role of end of the line in the 64-player game for the US defenses. Its main threat comes directly from the north where the Hotel is located. Due to its close proximity to the Hotel, enemy soldiers on the rooftop of the Hotel can fire down on US troops at this control point. Therefore, be careful about static defenses. The US might even want to assign a sniper to this location to take out MEC soldiers on the rooftop.

- Maps:** 64-Player Only
Adjacent Bases/Control Points:
- Hotel
 - Rock Fort

Village Fort Assets

USMC Control	MEC Control	16-Player	32-Player	64-Player
DPV	FAV	—	—	1
LAV-25	BTR-90	—	—	1
AA Turret	AA Turret	—	—	1

City



This control point can be tough for the US to take if the MEC already has it—the buildings located to the north of it offer a great position for enemy soldiers to fire down on the City. Advance on it from the east since the MEC usually expects a frontal assault from the southwest. Whichever side controls this point should place mines or other explosives to discourage anyone who gets too close to the flagpole, and prevent them from taking control away.

- Maps:** 16-Player Only
Adjacent Bases/Control Points:
- Construction Site
 - Village

City Assets

USMC Control	MEC Control	16-Player	32-Player	64-Player
Machine Gun	Machine Gun	1	—	—

Hotel



The Hotel serves as the eastern flank of the MEC front. Dominated by the tall hotel building, this control point features two machine gun positions as well as an AA turret, allowing a few troops to defend this point against US raids or fast attacks. Troops on top of the building have a commanding view of the surrounding area and can engage enemy troops at the Village Fort and at the Construction Site.

- Maps:** 32- and 64-Player
Adjacent Bases/Control Points:
- Construction Site
 - Rock Fort
 - Village Fort

Hotel Assets

USMC Control	MEC Control	16-Player	32-Player	64-Player
LAV-25	BTR-90	—	1	1
M1A2	T-90	—	1	1
AA Turret	AA Turret	—	1	1
Machine Gun	Machine Gun	—	2	2

When the US attacks the Hotel, it is important to move in fast. Use aircraft to drop troops on top of the hotel building, and from there they can clear out enemy troops below. Then jump off the roof and parachute down to the flagpole and take control of the point before the enemy reinforces it or sends troops to counterattack.



BATTLEFIELD 2

PRIMA OFFICIAL GAME GUIDE

Gulf of Oman

Construction Site



The Construction Site is the only control point found in all three maps. In the 16-player game, this is the MEC base. However, in all games this point is important to the MEC, even though not much spawns here in the 32- and 64-player games. It serves as the center of the battlefield. As long as the MEC controls this point, it is difficult for the Marines to advance and capture other control points.

Maps: All
Adjacent Bases/Control Points:

- Airfield
- Hotel
- Olive Hill Fort
- Village (16)
- Village (64)

The tall buildings and crane are what make this control point so important to the MEC. From the tops of these, MEC soldiers can snipe or even fire anti-tank rockets at US forces as they advance toward MEC positions. This makes the Construction Site a regular target for US artillery strikes. The flagpole is located near the crane and must be approached on foot since obstacles make it



difficult to get close while in a vehicle. Furthermore, since the flagpole is surrounded by tall structures, the US must clear the crane and buildings before attempting to seize control of the Construction Site.

Construction Site Assets				
USMC Control	MEC Control	16-Player	32-Player	64-Player
DPV	FAV	—	1	1
HMMWV	GAZ 39371	2	—	—
LAV-25	BTR-90	—	1	1
M1A2	T-90	1	—	—
N/A	Artillery	1	—	—
N/A	UAV	1	—	—
N/A	Radar	1	—	—

Village (64)



This control point guards the western approaches to MEC territory and also provides a point from which to defend against Marine advances along the river. With the APC spawned here, the MEC can choose to move down the river to attack the Marine forts from the water or use this as a point for raids against the enemy—hitting the US in the flank from here. When the MEC defends this control point, an engineer should place mines on the nearby bridge to destroy Marine vehicles that try to race across—or just blow up the bridge to prevent crossings altogether.

Maps: 64-Player Only
Adjacent Bases/Control Points:

- Airfield Base
- Construction Site
- River Fort

Village (64) Assets				
USMC Control	MEC Control	16-Player	32-Player	64-Player
DPV	FAV	—	—	1
LAV-25	BTR-90	—	—	1
AA Turret	AA Turret	—	—	1
Machine Gun	Machine Gun	—	—	1



GULF OF OMAN TACTICS

Using Elevation to Dominate the Battlefield



The tall buildings provide spots for both snipers and anti-tank soldiers. From these vantages, you can see over a lot of the terrain and can engage the



enemy at long range—making it harder for them to shoot back at you. In addition, there are several control points which can be covered from a nearby tall structure including the Hotel and the Construction Site.

Request a supply drop on the rooftop where you are located, then you can replenish your ammo as well as your health, as needed. If you are a sniper, place a claymore near the top of the ladder to discourage any enemies from trying to sneak up on you.

Attack Helicopters



The attack helicopters can be a real asset in this game if you use them correctly. Since the US often has to deal with MEC units on the rooftops, attack helicopters provide a way of attacking these elevated enemies. Try to move in from the side or rear where the enemies are less likely to be looking for you to claim the element of surprise.

There are a lot of AA turrets on this map. Keep a finger poised over the button which releases flares or you'll have trouble. The MEC will find tempting targets on the US Carrier; a few strafing runs can leave the US airpower in ruins. If the Marines man the anti-aircraft batteries on the carrier, though, your pilots will end up making good use of their parachutes. However, if the MEC drops special forces troops on an enemy airbase, they can plant explosives on the aircraft and blow them up for the same effect.

Raid on the US Artillery



The US artillery is located on a small finger of land near the shore. Since there is not much defending it, the MEC should consider a raid against this artillery which usually gets dropped on your rooftop troops. The best way to get to the artillery is by water. Either take an APC down the river or steal an RIB at the River Fort.

Send at least two special forces troops to plant explosives on the artillery pieces, then take them out. If you bring along a sniper as well, you can plant some claymores near the wrecked guns to kill any engineers who rush up to fix them without looking for booby traps.